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MARIO ADVANCE 2 p88  
Mazza's back in  
action on GBA



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### PIKMIN

They're cuter than Pokémon!



### SIMPSONS ROAD RAGE

Homer and Bart screech into Springfield on GameCube



p90



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# THE GAME



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**Quick flick! ► Find out what the gang think of your Club Mario offerings, p78**

# CONTENTS

## Star Wars Rogue Leader Rogue Squadron II

Go to  
page 6

### We show you...

- Classic movie moments
- Star Wars craft
- Awesome dogfights

Read our giant first play of the best looking Star Wars game to date. And it will only be on GameCube!

- First ever playtest
- All you need to know

## Pikmin

Alien kind has never looked so adorable, until the Pikmin landed on GameCube.

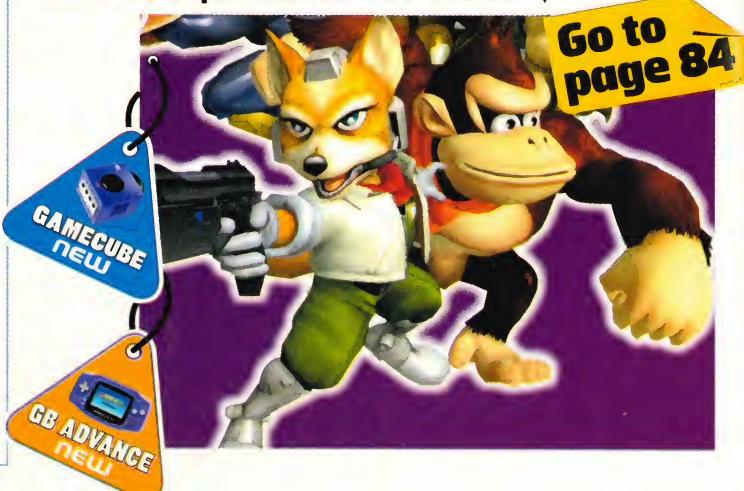


Go to  
page 18

## GAME NEWS

New games  First and best

100 Marios, *Eternal Darkness*, *Galleon*, *Golden Sun*, *Kameo*, *Klonoa*, *Pokémon Mini*, *Resident Evil*, *Sabre Wulf*, *Simpsons Road Rage*, *Sonic Adventure 2*, *SSX Tricky*, *Super Mario Advance 2*, *Super Monkey Ball*, *Tony Hawk's Pro Skater 3*, *Wizards*, *Super Smash Bros. Melee* ▼



Go to  
page 84



## REVIEWS

Every new game out this month

### Doom p24 ▼

Enter the pits of Hell in the most gory, pant staining blaster on Game Boy Advance.



### Wario Land 4

#### page 30

Mario's greedy alter ego prepares to terrify GBA.

### Breath of Fire

#### page 34

The Super NES RPG enters the 32 bit realm.

### Megaman Battle Network

#### page 36

Terrorists are taking over cyber space. Stop them!

**Plus! Over ten more pages packed with the best GBA reviews, starting on page 36**

We've got the lowdown on David Beckham Soccer, Mat Hoffman's Pro BMX, Robot Wars, Spyro, Lego Bionicle and No Rules.



Go to page 24

## BLAG FEST

We've got some ace prizes up for grabs!

- Hitachi 28" TV and DVD player
- Driven for GB Advance
- Lord of The Rings figures
- Michael Owen football games

Go to page 82

## GAME GUIDES

Play to win every time!

### Top 50 Bosses ▼ p68

We show you how to defeat the hardest bosses once and for all. Good luck!



### Official Tips page 60

We've got the latest codes for Street Fighter II Turbo Revival and Doom.

### Your Tips page 64

Gamester prizes go to the hottest tips.

### Your Scores page 66

There's a new Mega Challenge in town. Have you got the skills to be a champ?

## FREE GAME BOY MAGAZINE

First and best

### Harry Potter p2

Get your Nimbus 2000 ready, 'cos we're off to Hogwarts.

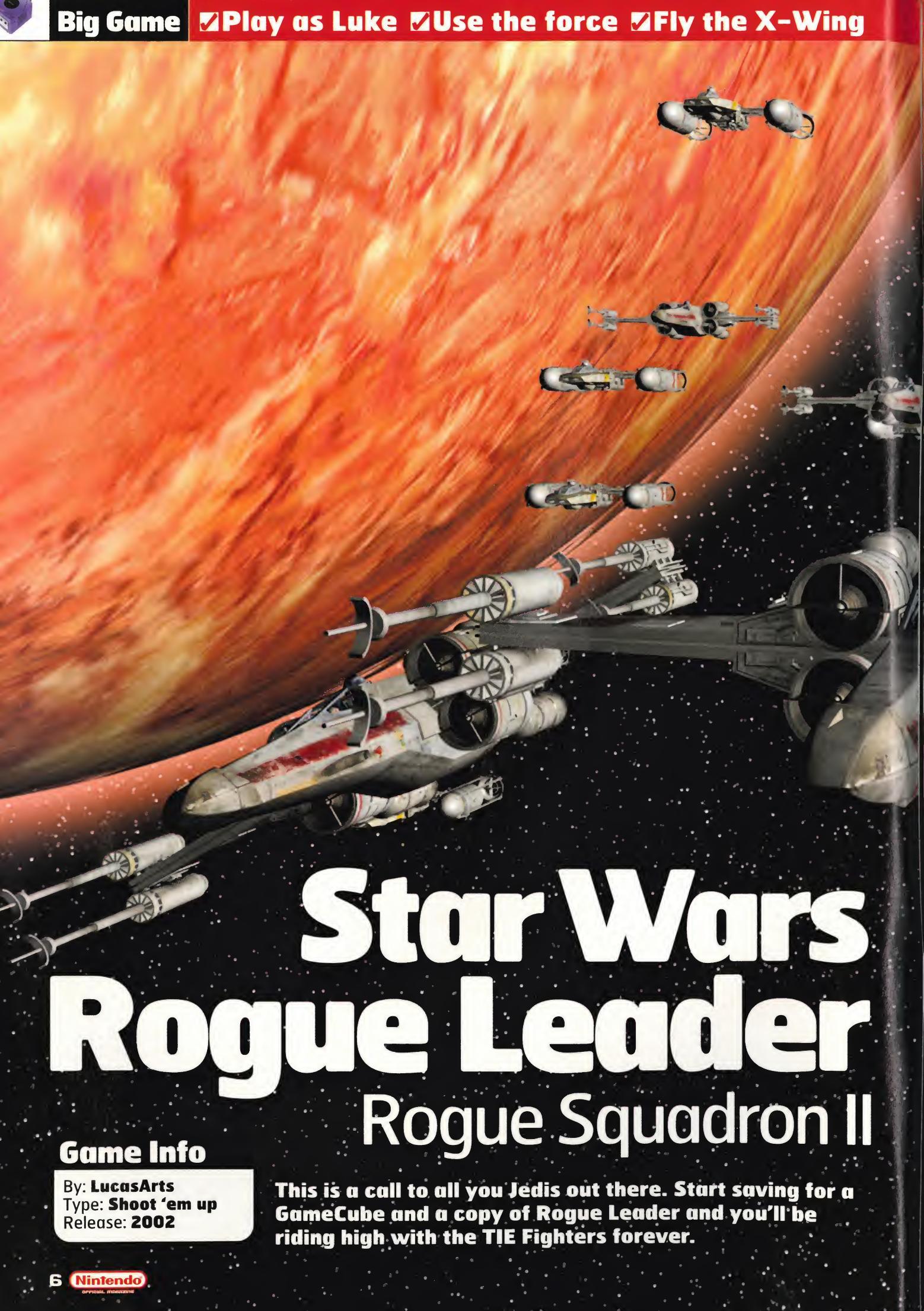
### Resident Evil Gaiden p6

Blast those zombies in one of the most stunning GBC titles.





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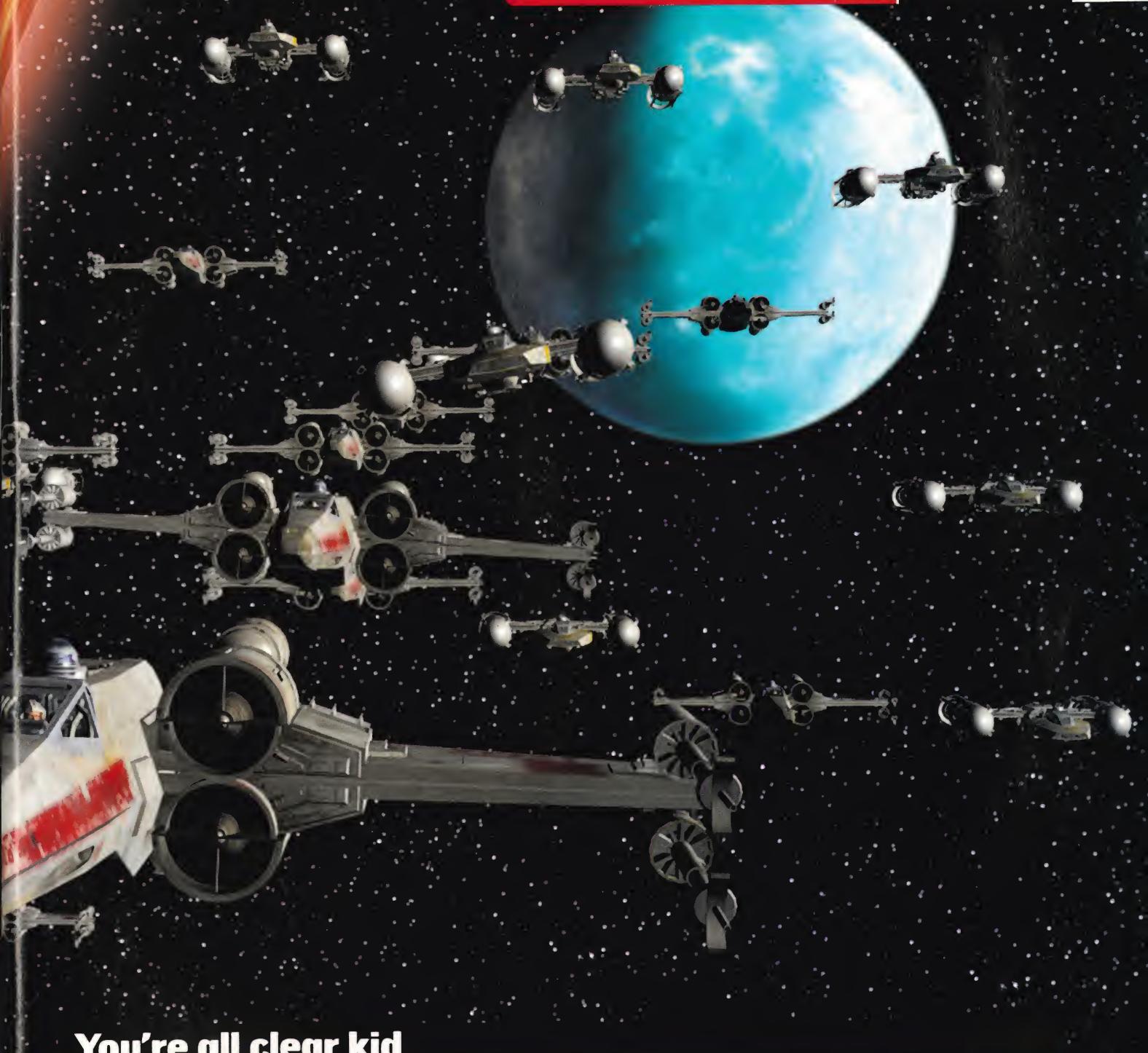


# Star Wars Rogue Leader Rogue Squadron II

## Game Info

By: LucasArts  
Type: Shoot 'em up  
Release: 2002

This is a call to all you Jedi's out there. Start saving for a GameCube and a copy of **Rogue Leader** and you'll be riding high with the TIE Fighters forever.



## You're all clear kid

After months of waiting, hoping and salivating over screenshots we've finally got our hands on the hotly anticipated Rogue Leader.

Before continuing our giant preview you must know one thing, you are going to want Star Wars Rogue Leader no matter what.

If one game will sell the GameCube, Star Wars will be it as there is nothing to rival its quality and gameplay on any other console.

Now that we've got the formalities out of the way, let's get on with the show. Prepare yourself Jedi's, for the ride of your life.



▲ Finally we've got our hands on the game that everybody wants.



▲ Brace yourselves 'cos you're gonna see some breathtaking action.



▲ Have you got what it takes to defeat the full force of the Empire? We hope so.



## Look at that!

You can't fail to be impressed by the look of this game. The graphics will make your eyes pop out on stalks.

Marvel as you sit inside the hallowed cockpit of the X-Wing and cast your eye over the mission for today.

TIE Fighters come at you from all directions, your buddies hang on your wing and the backgrounds look simply stunning.

If you put this up alongside the movies, you'd be hard pressed to choose between them for best looks, but we think Rogue Leader might just shade it as this game really is that good.



▲ The cut scenes that introduce each level are quite fantastic.



▲ Rogue Leader moves at a cracking pace and the action never lets up.



▲ There's so much to look at that you'd be forgiven for ignoring the TIE Fighters.



▲ Check out Jabba's Palace on Tatooine.



▲ The detail on each level is astonishing.



▲ You'll see a few Imperial Star Destroyers in the game and they're all as hard as nails.

## Your mission for today

Like the N64 Rogue Squadron title, the game is split into missions. Completing them is hard enough in itself, but there's more.

You can take as long as the enemy will allow to go through the numerous objectives that are set, but to be a real starfighter you'll have to go some to be awarded the game's special extras.

Completing the missions and meeting a number of set requirements, such as accuracy and number of killed enemies, will earn you a medal.

Bronze medals are quite easy to come by, especially on the early missions, but the step up to silver and gold is an enormous one.



▲ Like in the N64 original, the game is split into a number of difficult missions.



▲ Death Star Attack is the game's first mission and it will blow your mind.



▲ Pause the game at any time to bring up a list of your objectives.



▲ Meeting certain requirements will win medals and move you up the ranks.

## Trainspotting time

If you live for Star Wars, and you actually believe there to be an evil empire that you must destroy, look no further than this.

The game includes some cool cut scenes lifted straight from the movies and even includes the famous, yellow scrolling writing.

The first time you'll really feel like you're taking part in one of the films is when you fly the trench run that appeared in Star Wars.

You'll have to take out the guns and TIEs, but one false move and you'll end up spiralling out of control and to your doom below.

The game's also packed with quotes. Obi Wan tells you to use the force and Han Solo even flies across the screen in the Millennium Falcon.



▲ The trench run on the first mission makes you feel like you're in Star Wars.



▲ The Death Star explosion scene is lifted straight out of the first film.

## Space age ships

Whether it's a raging battle over Hoth or Bespin, you'll need the right kind of ship and Rogue Leader has a few to choose from.

Each craft has a specific skill and you'll be put in whatever ship is best for the job, even if you might not always appreciate the choice you are given.

You'll have to get good at flying each and every one of the different ships and learn how to use their weapon of choice perfectly.

Some of the missions even require you to fly two or three different ships in one level. Believe us, before you know it, you'll be a space ace.



### A-Wing

An incredibly light and speedy craft that's excellent for keeping up with TIE Fighters and TIE Interceptors.

The downside to its incredible agility is the fact that it has very light shields and cannot take much damage before it blows up.

It has two Laser Cannons as its primary weapons, and carries Concussion Missiles as its secondary nukes.

These missiles aren't as powerful as Proton Torpedoes, but they are effective against both ground and air targets.



### X-Wing

The first Star Wars craft you get to take into flight is perhaps the most famous of them all, the X-Wing. And what a beauty it is!

It has four Laser Cannons as its primary weapon and Proton Torpedoes as its secondary firepower. You'll also have to open the wings, or S-Foils, in order to use your weapons.

The X-Wing is a very sturdy craft and can withstand quite a lot of damage, it also has an R2 unit on board for mid air repairs.



### B-Wing

This ship was designed by the Rebel Alliance as a vessel to engage Imperial capital ships. They're cumbersome, but effective.

When in attack position, the B-Wings look quite odd and they are tough to manoeuvre, but the S-Foils can be locked to make a fast getaway if required.

This vessel has three Laser Cannons and carries Proton Torpedoes. As an added extra, the B-Wing has two Ion Cannons.



### Y-Wing

An absolute monster of a ship that travels at a painfully slow speed but can take a helluva lot of damage, making it the ideal craft for dangerous bombing missions.

The Y-Wing has two Laser Cannons and carries Proton Bombs in its secondary position. Holding **B** will charge up the Ion Cannon which is very effective for taking out Shield Generators.

The Y-Wing also comes with an R2 unit so it can be repaired in mid air if you take any damage.



### Airspeeder

This is a very light and speedy craft. It's a tough target for enemy fighters, but it can't perform rolls and other advanced moves.

Its primary weapons are two Laser Cannons, but the main use of the Airspeeder, or Incom T-47, is to take down AT-ATs.

The secondary weapon on the Airspeeder is the Tow Cable. This is wrapped around the legs of an AT-AT and used to bring down the suckers.



▲ The Y-Wings struggle against the might of the Empire's forces. Bombing raids are notoriously dangerous as these craft are very slow and the TIEs fire at them relentlessly.



## Enemy fire

When you enter the world of Rogue Leader, you'll have to be prepared to face some tough opposition.

The usual suspects, the TIE Fighters, appear all the time and from every direction. But be prepared for much tougher enemies.

Over the snowy wastelands of Hoth, you'll encounter the full force of the walkers, both AT-STS and AT-ATs, and in the third stage of the Hoth mission you'll get to see TIE Bombers that are as hard as nails.

Later on there are much bigger enemies, like the Imperial Star Destroyers and crafty Shield Generators to destroy. Keep those eyes peeled!



▲ TIE Bombers will do everything they can to evade an attack. Have some!



▲ The Star Destroyers are heavily armed and very well defended.



▲ To get to the Prisons of Maw, you'll need to take out the Shield Generators.



▲ The armour on the AT-ATs is too strong for lasers. Use the Tow Cable!



▲ Wow, wow and more wow. Rogue Leader will leave you in a state of shock.

## Intelligent life

A shooting game is only as good as its bad guys, and the ones in Rogue Leader are pretty bad.

Your main enemies are, of course, the TIE Fighters. And you'd better be prepared to see hundreds of them, because they attack from all angles.

The number of enemies that can be displayed on screen is staggering and they all act extremely intelligently, dodging your attacks and wildly changing direction just when you think you've got them.

The TIE Bombers on Hoth are a perfect example of the game's incredible intelligence. You'll line them up in your sights and prepare to fire when, at the last minute, they dive out of the way.



▲ Defending the Rebel craft isn't always easy, especially when a giant fireball tears across your line of sight.



▲ TIE Fighters attack in groups.



▲ Take them out as quick as you can.



▲ A defeated Star Destroyer lies stricken in the oceans of Kothlis, but something still stirs inside the hull...



▲ Cockpit views are ace..  
▲ The Death Star trench looks amazing close up.



▲ Fly low to avoid the radar and then disable them with the Ion Cannon.

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▲ Hoth isn't the only place you'll see AT-ATs, they also turn up in the waters of Kothlis.



▲ The A-Wings form up ready for an attack.



▲ TIE Interceptors are very hard to keep up with.



▲ Y-Wings take out strategic targets on Maw.

## Now you see 'em

Some of the levels require you to take out masses of enemies moving at incredibly quick speeds.

It would be hard enough to see them in broad daylight, but this game is set in the pitch black of space. You're gonna need some extra help.

Luckily, you've got your trusty targeting computer, an invaluable device that acts like an infra red scanner and shows up the enemies.

The scanner also prioritises the targets, displaying the most urgent enemies as yellow and unimportant targets as purple.



▲ When the enemies are difficult to see, you'll be grateful for the computer.



▲ The yellow targets are the priorities. Take them out as quick as you can.



▲ Stop the AT-STs from attacking the lasers, then go for the advancing AT-ATs.

## Ship 'em out

In the first mission, you'll only get to fly the X-Wing, but soon it becomes clear that a variety of ships are required to win.

On the second mission, Ison Corridor Ambush, you'll realise that the X-Wings are too slow to cope with all of the TIE Fighters, so you'll have to dock and get into an A-Wing to bring them all down.

Changing ships happens more frequently throughout the game, but don't worry if you're not that great at controlling your craft.

Sitting above your point of call is a huge purple symbol. Simply fly into this symbol and you'll be treated to a quick cut scene. You'll then emerge in a brand new craft and ready to do battle.



▲ That huge Rebel symbol is where you need to head to change your ship.



▲ When the X-Wing's just not fast enough, only the A-Wing will do.



▲ Airspeeders are great for attacking AT-ATs, but useless against TIEs.

## Hang around

If you want to get a good look at all of the ships available in the game, then the best place to start is in the hangar.

All the Rebel ships are here and you can run around to your heart's content, gazing at the delights that are on display.

If you want a closer look, simply hit **X** to move into a first person view. Should you need to know more about the space ship, pressing **Y** will give you a description of your chosen craft.

Lurking at the back of the hangar is Han Solo's craft, the Millennium Falcon. This is available to play in one of the secret missions.



▲ If you need some information about a ship, just go and find it in the hangar.



▲ You'll need to do really well to be able to control Han Solo's ship.

## Close up

If you think the game looks detailed from a distance, just wait until you get up close as it's a sight that will take your breath away.

The textures shown on the planet surfaces and the minute detail of the land based soldiers is utterly breathtaking.

The icy surface of Hoth is a wintry wonderland to behold as you fly over troops and watch machines trudge through the snow.

You'll also have to tear your eyes away from the game's detail during battle. Just watching TIEs spiral out of control is satisfying and the detail of the Whomp Rats on the Training level is incredible.



▲ The ground troops on Hoth are incredibly detailed. Take a closer look.



▲ You're supposed to shoot the Whomp Rats, not look at them.



▲ Explosions look very impressive. Shoot one wing of a TIE and it spirals out of control.

## Watch my back

Not only are you in command of your own ship, you also have complete control of what to tell your wingmen.

When you enter a battle, a cross appears in the top left of your screen giving you a set of options. Use the D Pad to choose your command.

This option can be used in conjunction with your flying chums, but in some of the missions you can also tell ground troops what to do.

And if your craft comes with an R2 unit, you can get the little chap to repair your ailing craft.



▲ An on board R2 unit can give you that extra protection you need to win.



▲ Positioning ground troops correctly is vital. Make sure you get it right.



▲ When dealing with a large target, tell your wingmen to keep the enemies busy.



▲ TIE Bombers are vicious enemies. They take some real blasting to bring down.

## Train to win

If you're new to the Star Wars universe then you'll want to get some practice in. And where better to start than on Tatooine?

Jump behind the controls of a T-16 Skyhopper and have a bit of a fly round, just to get a good feel for the controls.

There are numerous objectives to complete and a helpful voiceover tells you the rights and wrongs of Rebel space flight.

Look out for Bantha herds and lone Dewbacks, while blowing up Jabba's Palace will even uncover C-3PO.



▲ It's pretty tame, but the Training level is excellent for first time flyers.



▲ C-3PO is hiding in the ruins of Jabba's Palace. Pay him a little visit.



## A little tinkering

Rogue Squadron on the N64 is a classic title, but let's make no mistakes here, Rogue Leader blows it right out of the sky.

The amazing power of the GameCube means that this game looks infinitely better than the N64 original, and it moves a lot faster, too.

The GameCube disc also allows for loads of extras and it comes complete with sound that really brings the game alive.

Have a look below to see just how far the developers have come since the original game was released way back in 1999.



▲ Two years ago, Rogue Squadron was a great achievement. This is a flight over Bespin and there's a lot of detail that has been included.



▲ And here's Bespin on the GameCube. Can you spot any differences?

## The sound of the future

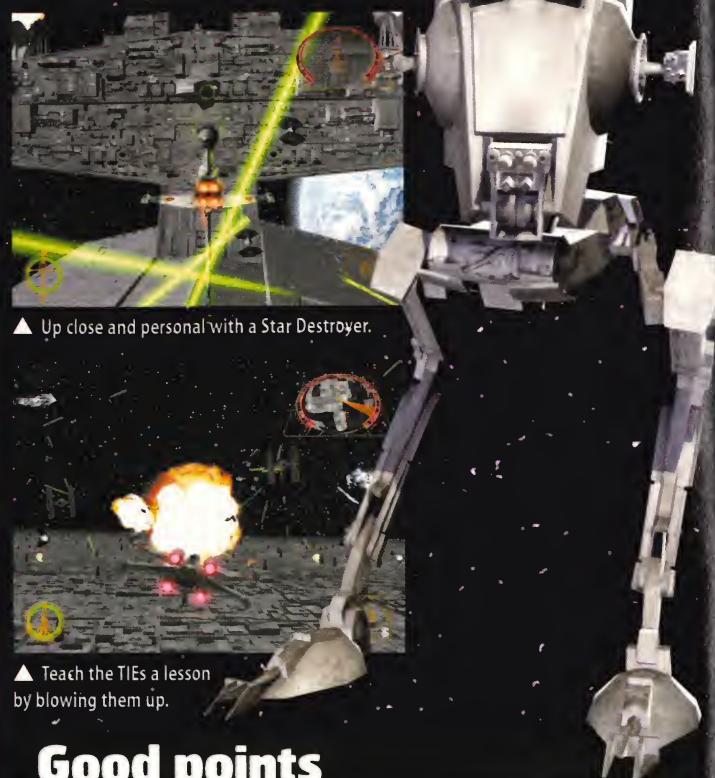
The techniques employed in the sound and music presentation on Star Wars Rogue Leader are superb.

The game is set up to take full advantage of Dolby Pro Logic surround sound systems, and it certainly uses it to good effect.

If you've got five speakers plugged in this baby really rocks and you'll certainly get the impression that you're right in the thick of the action.

This won't be a gaming luxury that everyone can afford, but if you get the opportunity to play it this way, you'll be well advised to take it.

► It won't blow your brains visually, but the sound test is extremely impressive.



▲ Up close and personal with a Star Destroyer.

▲ Teach the TIEs a lesson by blowing them up.

## Good points

When you develop the knack for flying futuristic space ships, you'll soon be on the right track for gaining medals.

Medals are good for two things, gaining you points that enable you to open secrets and bragging to your mates.

A bronze medal gets you one point, a silver gives you five and the coveted gold medal, which is almost impossible to attain, rewards you a whopping ten points to add to your total.

If you want to unlock all of the extra levels then you'll really need to go some. They cost 30 points a piece and getting those points is certainly not easy, especially when TIEs are constantly on your back.



▲ The silver medals are hard to come by, but the golds are nearly impossible.



▲ Earning points opens new levels. Here you are in the Millennium Falcon.



▲ The cockpit view makes targeting more accurate, but it makes flying harder.



▲ Take out the TIEs or destroy the gas balloons. The decision is all yours.

## Expecting to fly

In Rogue Leader you get to pilot some of the most advanced craft ever created. The controls are simple though and thankfully you won't have to tie your fingers in knots to achieve your goals.

The 3D Stick flies your craft around each level and the **A** button is used to fire your primary weapon at the enemy fleets.

**B** button uses any secondary weapons and fires the Tow Cable from the Airspeeder, while **Y** brings up your targeting computer.

The two shoulder buttons speed you up, slow you down and move two of your ships, X-Wings and B-Wings, into attack positions.



▲ Proton Torpedoes are the only way to destroy the Death Star.



▲ Closing the S-Foils makes you go faster, but you can't fire your lasers.



▲ When all else fails, you can always rely on your four trusty Laser Cannons.

## The next step

All of the ships in Rogue Leader are good at their jobs, but when faced with the might of the Imperial forces, you're gonna need some help.

Luckily there are various ship upgrades scattered around the levels. When you collect one of these upgrades, your ship instantly improves.

The upgrades apply across your entire fleet, so finding one means that all your craft are given a facelift.

It will take you a while to find these improvements, but they're worth looking for as adding one or two could make all the difference between earning a medal and finishing a level empty handed.

◀ Upgrades are really hard to find, but they'll make life a whole lot easier.



▲ You're always having to save the Rebel fleet from something in Rogue Leader.



▲ The TIEs are no match for the X-Wing's top firepower.

## We think...

▲ Dodging TIE fire is all in a day's work for Rebels.



▲ Taking down AT-ATs in the wafer isn't very easy.

Rogue Leader is perhaps the most impressive GameCube title we've played so far. It's full of cool Star Wars references and it presents a very tough blasting challenge. Prepare yourself for the flight of your life as you take on the Empire's finest next year.

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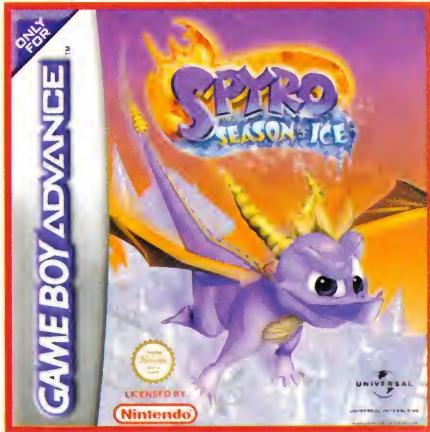
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## Game Info

By: **Nintendo**  
Type: **Strategy**  
Release: **TBC**

# Pikmin

**Miyamoto returns with a brand new game offering a quest unlike any other and featuring loveable creatures who are sure to give Pokémon a run for their money.**

### His master's voice

**W**hen Miyamoto speaks, the whole gaming world listens and when he makes a game, you can be sure it's going to be something special. Pikmin is Shigsy's latest creation, and like Mario, Donkey Kong and Zelda it's got that all important X factor which looks destined to make Pikmin a future classic.



▲ The worlds look so realistic and are filled with beautiful plants, landscapes and creatures.



▲ Look at all those adorable Pikmin. If you thought Pikachu was cute, just you wait.



## A long way from home

Like all Miyamoto games the story behind *Pikmin* is blindingly simple.

An intrepid spaceman called Captain Olimar is travelling across the cosmos, when his ship is hit by a meteorite, sending his ship spiralling towards a strange and unfamiliar planet.

His ship crash lands, scattering vital parts of his craft all over the world. The aim of the game is to find all the missing parts and repair his ship.



▲ Olimar's ship hits a giant meteor...



▲ ... and is sent spiralling to its doom.



▲ Olimar must now find his ship's parts.



▲ The little Pikmin come in three types of different colours.

## Against the clock

Our fearless space cadet has 30 days worth of life support, and if that runs out, it's game over for him, and for you.

In a growing trend seen in *Pokémon Gold & Silver* and *Majora's Mask*, the game features days, with mornings, afternoons and nights.

And with the GameCube's awesome power, the lighting changes throughout the day, adding real atmosphere to the adventure.



▲ Your Pikmin adventure sees you in a race to find the ship's parts from dawn to dusk.



▲ As each day progresses, the game's lighting starts to change from bright sunshine to dusk.



▲ Olimar will even have to guide his Pikmin back into their homes at night, but beware of any nasties!

## Help needed

Captain Olimar isn't alone in his quest to track down his spaceship pieces, because the planet is home to odd little creatures called Pikmin.

These strange plant like beings appear as shoots growing out of the ground, but as Olimar discovers, you can pluck them out of the earth. Once plucked they're incredibly loyal and can be used to fight hostile beasties and carry objects, including Olimar's spacecraft parts.



▲ Pikmin are everywhere on this gorgeous planet and you'll have to pluck them out of the ground.



▲ Pull them out of the ground and the Pikmin will do whatever you command them. What stars!



▲ The landscapes were modelled on Miyamoto's garden!

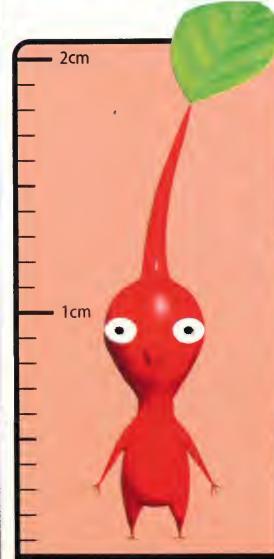


▲ Watch out for these beasts as they love to eat Pikmin.

## Three of a kind

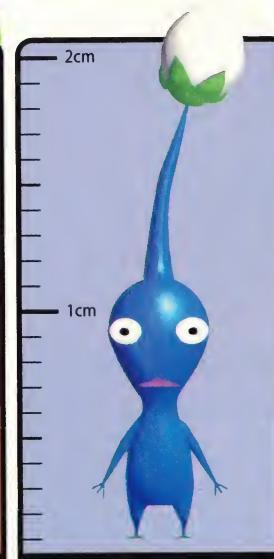
There are three types of Pikmin, red, blue and yellow, and they all have different abilities.

Let's take a closer look at what the lovable creatures will do for you...



**Red**

These little critters grow stronger in sunlight, making them a great choice for attacking other creatures.



**Blue**

Blue Pikmin are the only ones who can tolerate water, so they are great for building bridges and crossing water.



**Yellow**

This type of Pikmin can throw bomb rocks, which are essential for breaking down tough walls and barriers.



## Ground control

You'd be forgiven for thinking that a game like *Pikmin* has a really complicated control system, but you'd be wrong.

For the most part, the game uses the **A** and **B** button and the superb 3D Stick. Other buttons are used, but very sparingly. Here's a run down of what does what...



By keeping **L** pressed down the camera will stay tethered behind Olimar, making it easier to see what's ahead of you.



**Y** displays all the menus and maps, telling you how many *Pikmin* you have and where your ship's parts are located.



There are three different views to choose from in *Pikmin* and **R** will scroll between them, giving you the best angle.



By hitting **B**, Olimar will blow his whistle, calling all the *Pikmin* who are within range.



**A** is the main action button. It's used to throw *Pikmin* into action and assign orders to them.



The view is usually positioned to the side, but by pressing **Z** you can move the camera angle around so the action is viewed from above. Nice one!



You can use **X** to split the *Pikmin* into their different groups, or to cancel the selection of any groups following you.



▲ It's only the first day, but already there's plenty to do. Remember, your life support system will only sustain Olimar's good health for 30 days, so you'll need to find the space ships parts pretty darn quick. Let's go *Pikmin*!

## Look after them

When *Pikmin* are freshly plucked from the ground they have nothing but a green leaf sticking out of their head. But things soon change.

By getting the *Pikmin* safely home for the night you'll be taking care of them and not allowing them to be eaten. As a result, their leaves can develop into buds and eventually flowers. When they flower, *Pikmin* become smarter and tougher.



▲ The *Pikmin* start with leaves protruding from their heads, but they soon evolve.



▲ Later in the game your army of *Pikmin* will start to flower and become more intelligent.



## Make an army

The game kicks off with just one Pikmin helper, but before too long you should have an army at your disposal.

Building an army depends on finding items to feed the Pikmin's tripod homes, confusingly called Onions. They are Pikmin nests and you'll have to return goodies to them from your travels.

Everything that can be fed to the Onions require a certain amount of Pikmin to carry them, so it's important to start with items that need only one Pikmin can carry. Here are the three main ways of getting more Pikmin...

### Attack



Throughout the land are a variety of other creatures who love nothing more than chowing down on a tasty Pikmin. By attacking them you can take their bodies back to the Onions to use as Pikmin fuel.

### Prune



The world you find yourself in is very fertile, and home to all kinds of plant life. By getting Pikmin to hack down certain flowers, you can transform the plants into big tablets that can be fed to the Onions.

### Scavenge



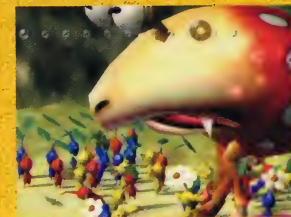
The tablets can also be found lying about the levels. In general they're in difficult to reach areas that take some brainwork to figure out how to get them to the Pikmin's homes.



▲ The tall tripods are Onions. They are Pikmin nests and you'll have to return goodies to them from your travels.



▲ The detail in Pikmin is amazing.



▲ Don't let them eat your Pikmin!



▲ Meet new Nintendo star, Olimar.

## Let's work together

Pikmin is essentially a real time strategy game, and one that constantly asks you to solve puzzles, usually to do with getting from one point to another.

To do this you'll need to organise your Pikmin efficiently, especially as time is always tight. Sometimes it's a case of getting all the little blue Pikmin to travel across a stream, while the yellow ones destroy a wall blocking your way. Either way it's total madness!



▲ You'll have to build a wooden bridge to get across.



▲ To reach other areas you must break down walls.



▲ Good work, Olimar! You've found a ship piece.



▲ You can even order your Pikmin to attack animals.

## Nightmares

Night time is bad for Pikmin, because the darkness renders the little critters vulnerable to attack from the wild beasts roaming their world.

You'll have to get all your Pikmin in their homes before nightfall. To keep track of time there is an on screen display, but if you loose track, there is a ten second countdown.

Once all your Pikmin are safely inside their shelters, Olimar flies away, followed by the Pikmin, ready for another day of adventuring out in the wilderness.



▲ You'd better get those Pikmin back in their nests before it's too late. The beasts of the night are waiting to pounce!



▲ When the Pikmin reach their homes, they will scoop up the legs of their Onion. Look at them go!



▲ When Olimar takes off, the Onions sprout flower propellers and fly off after the spaceman.



▲ 5-4-3-2-1! Once you've got your Pikmin safely into their homes, Olimar will dive into his half built rocket and blast off into the night sky. You'll need to find the rest of his ship's pieces before your 30 days of supplies run out.

## We think...

As you'd expect, *Pikmin* is something a little different from the gaming norm, with no guns, violence or bad language. Don't let this put you off when it comes out over here because this is a Nintendo game overflowing with originality, character and grade. A gameplay. It's Miyamoto genius.

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# New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

## How they score

0-44	Real rubbish
45-64	Still not worth playing
65-79	Nothing too special
80-89	Pretty good, but not exactly great
90-100	Amazing game you must play!

### Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

## GAME BOY ADVANCE

Doom p24  
Wario Land 4 p30  
Breath of Fire p34  
Megaman  
Battle Network p36  
Casper p37

No Rules Get Phat p38  
Snood p39  
Mech Platoon p39  
ESPN X Games  
Skateboarding p39  
David Beckham Soccer p40

Plus! 12 more GB Advance reviews including Mat Hoffman's Pro BMX, Super Dodge Ball Advance, Spyro, and Donald Duck Advance, starting on page 41...

## Game Info

By: Activision  
Price: £34.99  
Release: Out Now



# DOOM

They said first person shooters on GBA couldn't be done, but they were wrong. Strap yourself in 'cos you've booked a one way trip to oblivion and there's no backing out now.





**WE SAID** "Doom looks great, sounds fantastic and plays like a dream. If this is the future of GBA gaming you can count us in."

## Going down?

There have been a couple of decent first person shooters doing the rounds on Game Boy Advance recently, including *Ecks vs. Sever* and *BackTrack*.

However, the game that's responsible for starting the first person shooter craze has risen again to reclaim its crown and you'd better not stand in its way.

Doom is a hardcore first person shooter. There's no time to be stealthy when you've got Hell's finest on your tail and a limited supply of ammunition.

So find a safe place to hide and keep a full clip at the ready as you attempt to take on the underworld and live to tell the tale. Let's go kick some butt...



▲ It's here at last. Everyone rejoice as the daddy of the first person shooters aims both barrels onto the Game Boy Advance.

## Visual violence

The first thing you'll notice when you play Doom is the quality of the graphics. If you remember the original PC classic, you'll know what to expect and thankfully the GBA doesn't disappoint.

The thing is, you might not believe that it could all be crammed onto a GBA cart no bigger than a Custard Cream. But it's all there, nearly.

There are 24 single player levels, one of which is secret. Choose your difficulty setting and get fragging. It's not going to be easy.

And you can bet that every level will be a joy to look at. We can't stress enough what a great achievement it is to get Doom onto a handheld.



▲ With 24 levels, a marine could get lost. Bringing up the map screen will help you navigate the bowels of Hell.



▲ The background textures are enough to put the willies up anybody. If you have a bit of a cry playing this, we forgive you.



▲ The graphics are superb. They can sometimes look a little pixelated but never to the point of frustration. Doom is a joy to behold on GB Advance.

**GAME LENGTH** → With 24 levels, four difficulty settings and a multiplayer link up with eight specific deathmatch arenas, this game could take you a very long time to finish.

## Mad monsters

You'd better be prepared for a tough fight in Doom because the monsters are incredibly tough and they're all after a taste of your blood.

All of the monsters are positively evil and some of them are massive, especially the bad guys in the later levels.

But as the old saying goes, 'if it bleeds you can kill it' and all these monsters ooze green goo when shot.

Once you are out in the field, there's no time for hesitation as the hideous creations from Hell come thick and fast.

Let's take a closer look at the opponents you'll be facing and discuss tactics as you're going to need every ounce of help when you are dropped into the bowels of Hell.



### Former Humans

They used to be your friends, but now look at these monsters. They are brain dead killing machines with no purpose in life, so shoot them a couple of times with the Pistol or Shotgun and put down those suckers.



### Former Sergeants

No longer do they bark out orders, they just bark like dogs. They're a little bit tougher to kill, as they carry Shotguns so it's worth sending them on to the next life and grabbing their guns after they hit the deck.



### Imps

Brown, fire spitting monsters that make a ridiculous gurgling sound. They're a bit thick and it only takes two blasts from the Shotgun to defeat them. Look out for the fire they spit at you and strafe out of the way.

**LOOKS** → Nothing short of remarkable. It looks like true 3D and the graphics are colourful, yet moody and atmospheric. A good looking game that will impress any GB Advance doubters out there.

## Armed to the teeth

To help you deal with all the enemies that you will face, there's a large selection of weaponry scattered about the base.

You'll begin the game with a Pistol. It's fine for taking out the Humans and Sergeants, but you'll need something bigger if you want to make it safely through the much harder later levels.

The Shotgun is a good all purpose weapon, but even that will be useless against enemies like the Cacodemons and the Barons.

But hunting around will bring rewards. Bigger guns like the Plasma Rifle and the BFG 9000 are all hiding, just waiting to be found.



▲ The Plasma Rifle is superb. It's a rapid firing death dispenser that cuts through zombies like a hot knife through butter. Fry those undead!



▲ If you prefer a more hands on approach, the Chainsaw is always good for a laugh. It makes a satisfying noise but it's no good for the bigger enemies.



▲ The BFG 9000 is the mother of all guns. It goes through ammo like there's no tomorrow, but it will take a lot of enemies with it. Phew!



## Tricks and traps

The object of the game is simple, just get from one end of the level to the exit at the other end. But actually completing the levels is incredibly tough.

Some of the doors you find require colour coded keys to open them, and these could be hidden anywhere, so keep those eyes peeled even in the heat of battle.

Other sections of the level are opened by pushing buttons or pulling levers. But it's best to be careful when you find one as you could be ambushed by mutants.

The usual reward for unlocking another area in Doom is to be attacked from all sides by numerous beasts. Make sure you're prepared for the onslaught at all times.



▲ Switches line the walls in Doom and they're often the key to success. But be careful 'cos you never know what's in store once you press one.



▲ These coloured keys will allow you to get closer to the finish, but you'll have to work hard to get them. Don't just stand there!



▲ The exit doors are a lot harder to find than you'd imagine. Watch out for enemies that may be guarding the hallowed way out.



498 100 107 AMMO HEALTH MIRRORS

▲ I'm Too Young To Die is a good place to learn the basics. There are very few monsters to deal with here, but you can train up your skills.



100 210 215 AMMO HEALTH MIRRORS

▲ Nightmare level is for hardened Doom experts only. The monsters come thick and fast, and there's often very little you can do about it.



### Demons

Great big pink monsters with enormous shoulders. Once they spot you they'll make a beeline straight towards you and try chowing down until you're dead. Just three rounds from your trusty Shotgun should see them off.



### Lost Souls

If you hear a blood curdling scream, it probably means that you've found one of these puppies. They fly at you with extreme speed but they are easily defeated with a few rounds of the Shotgun or a quick Chaingun massacre.



### Cacodemons

They look like giant, mouldy tomatoes but they're a lot more sinister. They project fireballs from their mouths so you'll need an automatic weapon to deal with them. Drag them out into the open so you can dodge their attacks.



### Barons of Hell

Standing twice as tall as an average human, these pink, horned beasties unleash green hell from their fists. A Rocket Launcher's a good idea, but make sure you don't get too close or you'll be heading to Hell right along with them.

### SOUNDS

Doom is a little quiet until you plug in earphones and then the game takes on a whole new dimension. Plug in and you'll wet yourself.

## Wired for sound

If you've got a set of headphones to hand, you'd be well advised to get them plugged in and get this game turned up to loud.

The game takes on a whole new atmosphere when you're enclosed by the sound. You'll hear strange grunts and bangs off in the distance turning the whole game into quite a nerve wracking experience.

The music is also best enjoyed through a pair of headphones and is a mixture of thumping beats and quite laid back riffs.

But the best sounds are those made by the guns. The Shotgun sounds extremely meaty and the Plasma Rifle is absolutely superb as it makes an incredibly satisfying noise when you let rip.



▲ With headphones, the Shotgun is incredibly meaty. It's tempting to use all of your ammo just listening to it.



▲ There are noises all around and you've only got a Rocket Launcher. Oh well, at least the music's good.

## Who da man?

If you're in the market for a Game Boy Advance first person shooter there are two choices, Ecks vs. Sever and Doom.

We don't like sitting on the fence, but we're going to have to because each game has its good and bad points that need highlighting.

Doom edges it on the single player front because it's more exciting, frantic and nerve tingling. Plus the atmosphere is electric!

But if you crave multiplayer action, then we'd recommend Ecks vs. Sever. There's more of a stealth element involved, like Goldeneye 007, and in our book that automatically makes it great.



▲ For single player thrills, Doom is the number one first person shooter on the market. The action will leave you a jibbering wreck.



▲ If you like your multiplayer games with more of a stealth element, then you've got to check out Ecks vs. Sever. Goldeneye fans will love it!

## Me and my mate

First person shooters are much more fun when there are more than one of you playing, so you'll be glad to hear that there are two multiplayer modes featured in Doom.

The first is the classic deathmatch. You can play on all 24 single player levels, or there are eight more specific deathmatch arenas.

If you're in the mood for helping your mates rather than torching them, you can opt for the Co operative mode. Here you must sort out your tactics and fight the enemy together.

You can either both tear off in the same direction, or send each other on specific missions. It takes some getting used to, but it's worth persevering.



▲ The deathmatch arenas are great fun. It's a shame that you can't choose characters other than marines though.



▲ When there are four of you battling, it can get very messy. Stay vigilant and watch your back, front and sides.



▲ Co operative mode takes a bit of getting used to. Learning not to shoot your mate is vital, but it can be tricky.



**Nintendo®**

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**GAME SCORE**

Doom fans will go all gooey with delight and new players will be satisfied. Multiplayer's not as good as Ecks, but on your own it's amazing.



**92%**

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# Wario Land 4

## Game Info

By: Nintendo  
Price: £34.99  
Release: Out Now



**He's grumpy, greedy and really rather fat. Don't let that put you off though, because his game's great.**



**WE SAID** "Wario Land 4 has gone down a storm in Japan and there's no reason to think he won't have the same impact over here."

## Mr Angry returns

**M**ario may be the big cheese, but as portable gamers know, Wario's been responsible for some great handheld titles over the years.

And the jump to GBA doesn't seem to have done him any harm. In fact his new game, Wario Land 4, is amongst the best looking GBA games so far.



▲ The only time Wario smiles is when he has done something naughty.



▲ The game is packed full of cool little touches that add up to a whole lot of fun.



▲ If you keep Wario hanging around as you work out what to do he'll start skipping.



▲ This is the central hub, from where you can get to all the passages.

## I smell loot

**Wario is perhaps the greediest game character ever invented. There's nothing he won't do to get his hands on something valuable. What's he like?**

So when he hears about some valuable loot buried in an ancient ruin there's no stopping him. He's straight in his car, on the hunt for the ruin's sacred pyramid.



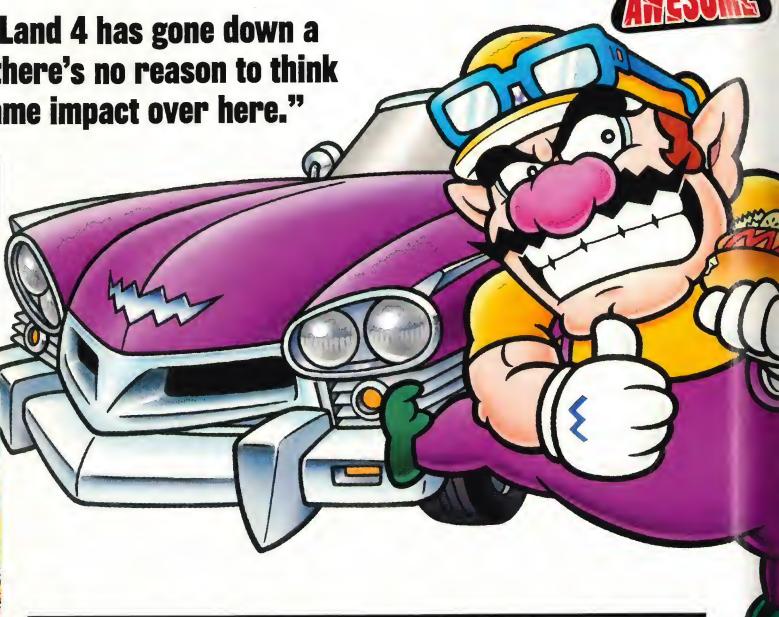
▲ With barely a pause for thought Wario jumps into his motor.



▲ Over his tea and toast Wario reads about a mysterious pyramid...



▲ And before too long he's in the area, looking for the famed pyramid.



## All the moves

**Wario's got ten different moves at his disposal, and they're all available from the start of this wacky adventure.**

To help you get up to speed, the game contains a quick training mode. Luckily, the control system is super tight and virtually frustration free.



▲ The game cleverly displays what you have to do on the walls behind Wario, making it really easy to work out how to pull off his cool moves.



▲ The sheer variety of Wario's moves is very impressive. What can't he do?



▲ For a big man, he sure can swim well, in fact he's like a fish.

## A long trip

Before Wario can get his hands on the buried treasure in the pyramid he first has to complete four different passages.

Each one is made up of four giant levels and a boss battle at the end. It's just the ticket for platform fans.



### Emerald Passage

Despite its peaceful country looks, this is anything but a walk in the park.



### Ruby Passage

Prepare to bash your way through a stinky rubbish tip full of dead ends.



### Topaz Passage

Full of blocked doorways that'll have you thinking long and hard.



### Sapphire Passage

This passage is packed with creatures of the night who want your goodies.

## The key to the game

In classic Nintendo fashion the aim of the game is to collect keys, or to be more precise, Keyzer.

This funny looking character has a key for a nose and without him you can't progress to the next level. Needless to say, Keyzer is dead difficult to find.

You'll usually have to figure out how to get to him, as he's trapped somewhere that Wario can't seem to reach.

► Sometimes you can reach Keyzer without setting off the tough countdown, while at other times you can't. You have to figure it out!



► More often than not, Keyzer is trapped behind these seemingly unmovable blue blocks. Working out how to reach Keyzer is tough.

## Collect jewels

In order to earn the right to fight the bosses, you must first of all collect the magic gems that are hidden across the sprawling levels.

There are four gems on each level and to face the end of world boss you'll need to uncover 16 of them.



► A giant teddy bear is just one of the crazy cast of bosses you face. Just who thinks up these bosses? They're crazy!



► Each treasure chest contains one gem and each level has four gems to collect. Some jewels are very well hidden.



► On some levels nasty characters try to nick Keyzer off our portly hero. Life is never easy, is it readers?

**LOOKS** As you'd expect from Nintendo there is an amazing attention to detail throughout the game, plus all the fantastic character animations bring the game to life. It's a beauty!



## Run for your life

As you work your way around the complex and well thought out levels you're free to take as long as you like.

But just you wait until you activate the strange totem pole object.



▲ Each level has a different amount of time in which to escape. Four minutes sounds like a long time, but in practice it can be quite difficult to find your way back.

This strange pole with a frog on top will give you a set amount of time to retrace your footsteps and exit the passage. If you don't leave in time, you'll lose all the money, jewels and keys you've collected.



▲ If the screen turns black and white all your goodies will start draining away, leaving you penniless and all the way back at the start of the level.

**SOUNDS** Proper songs and everything! And they're quite good! You can even collect the songs to listen to later.

## Beat the blocks

Throughout your adventure you'll find different blocks that hinder your progress.

They can be a real pain unless you know how to destroy them, so we're going to show you how it's done.

### Brown Block



This is the easiest, and most common block in the game. You can destroy it with a Stomp Jump, Dash Attack or by throwing something at it. Easy pickings!

### Blue Block



This is much tougher than the brown type. It can be destroyed with a Super Smash Attack or when Wario turns into Fat Wario and jumps on top of it.

### Fire Block



There is only one way to bash the Fire Blocks and that is by setting Wario on fire. Don't worry, he doesn't seem to mind too much. In fact, it makes him grin!

## Transform Wario

What makes the game so much fun is the way in which Wario can transform into different disguises that allow him to reach secret areas and complete tasks.

There are ten alter egos to be found in the game and they all give Wario special powers needed to complete a puzzle or reach a previously unreachable area. He also changes when he's attacked by certain enemies. Check some of them out...



### Fat Wario

He's already carrying a bit of ballast, but once you turn into Fat Wario he turns into a quivering lump of lard. Because of this he can Stomp Jump through even the toughest materials.



### Puffy Wario

Old grumpy guts blows up like a balloon when he turns into Puffy Wario. All the hot air in Wario's belly makes him float high into the air, allowing him to reach high up ledges.



### Vampire Bat Wario

If you get bitten by Minicula the bat, you'll be transformed into one. This allows Wario to fly, giving him access to previously unreachable areas.



### Bouncy Wario

This turns Wario's stumpy little legs into powerful springs, capable of propelling him high into the air. He'll crash through just about anything like this.

## Money bags

As you progress through the game and defeat enemies along the way you'll be rewarded with loads of money.

There are diamonds and crystals to be found too, and they're worth a pretty penny. It's definitely worth collecting them because you can exchange your goodies for items to use on the game's bosses.



▲ Wario flies in the face of danger when valuables are in sight. Watch your step!



▲ Coins are essential if you want to do well against the game's bosses.



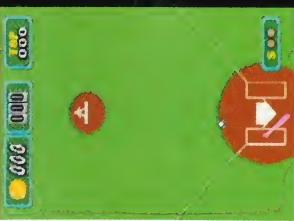
▲ It's important to look everywhere if you want a big stash of cash.



## Mini games

Being a fat, grumpy, video game hero is really hard work, and sometimes you just need a break from the adventure and have a little light hearted fun.

So in between the game's different passages there are mini game shops. Here you can exchange some of your plundered loot for a whirl on one of the three mini games on offer.



▲ The Baseball game is quite tricky to play, but it's still good fun.



▲ For such a big man, Wario has a very good sense of balance.



▲ This game is a real test of your short term memory.

## CD sale

The game features some really first class music which really shows what the Game Boy Advance can do in the sound department. It really is a musical treat.

And to increase the replay value of the game, Nintendo has hidden 16 CDs in the game. If you find them you can go to the Sound Room in the pyramid and listen to the banging tunes.



▲ Make your way to the Sound Room if you want to hear all the tunes featured in the game.



▲ The music in this game is of a really high standard and some of it is truly weird sounding.

**GAME LENGTH** There are plenty of moments that will have you scratching your head, so you'll be playing this a while.

**Nintendo®**  
OFFICIAL MAGAZINE  
**GAME SCORE**

**This is a really entertaining platformer, bursting at the seams with very clever ideas. It's all held together by distinctive levels, excellent controls and great characters.**

**90%**



# Breath of Fire

You'll need a fire in your belly and a desire for adventure as the Super NES RPG classic comes to GB Advance.

## Way of the dragon

Some of the old school gamers among you may remember Breath of Fire, the Super NES sword and sorcery quest.

The plot tells of Tyr, a goddess who granted wishes to the ruling Dragon Clan. But things turned sour and they split into two warring groups, the Light and Dark Clans.

Tyr was imprisoned with six keys and the Light Dragon Clan sealed their powers so that the horrible events could never happen again.

Now the Dark Clan and their leader Zog is preparing to rule the world again and a young warrior called Ryu has been entrusted to stop them.



▲ It's been thousands of years since the Dragon Clans were last at war. Now Zog's in power and war looks imminent.



▲ You'll have to travel in search of Sara, Ryu's sister, and put an end to the Dark Clan.

### SOUNDS

There's different music depending on where you are and the tempo moves up a gear during battle.



▲ Sara's got the power to stop Zog, but she has been imprisoned and you must find her.

**LOOKS** → Breath of Fire still looks stuck in the days of the Super NES. The fantasy creatures are great, but the world looks a little bland.



▲ Out in the lush green fields, hideous monsters are at every turn including these powerful bulls.



### Game Info

By: Ubi Soft

Price: £34.99

Release: Out Now



**WE SAID** → "When it comes to sprawling adventures and deep story lines, Breath of Fire is right up there with the best."



▲ You'll begin your quest on your own, which makes winning each battle very hard. Keep a cool head and you'll have no probs.



▲ This strange winged race are up in arms and want to defeat the Dark Dragon Clan.

## Out and about

As you travel in search of Zog, you'll explore many places, from ruined towns to creepy dungeons.

Many villages have been destroyed by the rampaging Dark Dragon Clan, but make sure you speak to the friendly locals to receive some juicy clues.

The dungeons are also crawling with beasts, so be on your guard and keep drinking at fresh water fountains to keep your Health Points up.



▲ You'll also get the chance to control different people. Here's Windan, one of a race of people who can fly.



▲ By talking to different people, you can solve the game's mysteries and find Sara. The poor old king!

**GAME LENGTH** → **Finding Zog and defeating the Dark Dragon**  
**Clan will take ages and plenty of battery juice. Only true RPG fans will want to finish it.**

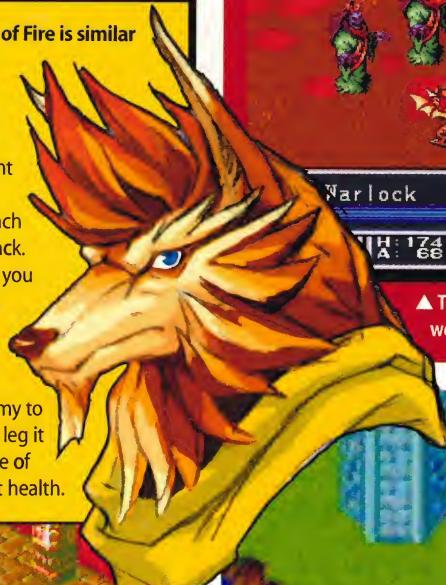
## Battle frenzy

Finding a battle in *Breath of Fire* is similar to *Pokémon*, as you can't see the enemy until the action switches to the battle screen.

When it fades in, the fight scenes aren't as frantic as those in *Zelda* games as each side takes it in turns to attack.

As well as casting spells, you can also use sword attacks, defend a move or alter the line up of your group if a warrior is injured.

If you consider your enemy to be too tough you can even leg it or use an item in the middle of battle to replenish your lost health.



1



2



3



## 16 bit beauty

As mentioned earlier, this GB Advance version isn't the first time *Breath of Fire* has appeared on a Nintendo console.

The first game arrived on the Super NES and was brought to the classic 16-bit console by Squaresoft, the makers of *Final Fantasy*.



▲ The makers of *Final Fantasy* were the brains behind this.

The most recent editions have appeared on the GreyStation, but even today the Super NES RPG adventure still remains a classic.

One of the funniest characters in the series was a Aussie talking dolphin, complete with a menu that enabled you to understand his lingo.



▲ The Super NES game featured some great nasties to slay and many of them are back in the GBA edition.



▲ Like most other RPGs you'll have to talk to everyone to gather information for the long journey that awaits you.



▲ The castles are home to some amazing baddies, just watch your step Ryu!



▲ Wild animals run across the open fields during the daytime. That looks nasty!



▲ They're not Wine Gums! These mutants are hard.



▲ There are some strange places to visit in this game.



▲ At various points in the game, you will come across these two people. One will sell you weapons while the other allows you to stock up on items. Think carefully...

**Nintendo®**  
**OFFICIAL MAGAZINE**  
**GAME SCORE**

**Breath of Fire is a fantastic RPG that fans of the original will love. It looks a little dated and the fight system may not be for those who want a little bite in their battles. RPG fans would be wise to check out this game.**

**87%**

# Megaman

**WE SAID** "Megaman's on his way back, and it looks like it'll be something different."

# Battle Network

## Game Info

By: **Ubi Soft**  
Price: £34.99  
Release: Out Now



**The invasion of gaming legends coming to GBA shows no sign of slowing up. This month we welcome Megaman to Game Boy Advance.**

## He's back

**M**egaman's back, but not as we know him. The video game legend has had an RPG makeover, but don't worry, he still likes to battle.

Set in the future where the whole world is connected to the Internet, you must guide a school boy called Lan on a mission to stop the WWW terrorists.

Needless to say, Megaman is on hand to help young Lan and rid the world of the serious cyber threat that is threatening the world.



▲ Lan is a school kid and like most he loves to battle with his classmates.



▲ Enemies come in all shapes and sizes, and they all attack in different ways.



Thank you! Please take this as a reward!

▲ There are hundreds of people to talk to, both in the real world and in the cyber world.

## Two worlds collide

**M**egaman is Lan's Network Navigator and goes in computers to kill viruses and find the WWW group.

So in effect, half the adventure takes place in Lan's world and half in Megaman's computer world.



▲ Every computer has a different look and different challenges. In this cyber world you have to put out raging fires.

► After each successful battle Megaman is rewarded with a goodie, which could be cyber cash, or a new move to use.

Part of your adventure will involve finding out about the WWW in the real world.

Only then can you go and destroy their deadly viruses in the hi tech computer world.

► Lan first becomes aware of WWW's terror campaign when his mum's oven catches fire. The WWW is one nasty group.



The repairman said it was fixed!! But it's on fire!!



**SOUNDS** A booming soundtrack accompanies your adventure to find the WWW and the battle sound effects are pretty meaty, too.

**LOOKS** → It's a Capcom game so there is a dizzying amount of detail. The virus blasting battlegrounds are extremely well done.

## Rules of battle

Megaman enters computers from special terminals and once you're inside you control the little blue super hero.

As Megaman wanders around the computer world he's drawn into battles by a variety of killer viruses. This is how he battles...

### Choose a Battle Chip



Megaman uses Battle Chips to fight enemies. There are over 175 chips to find in the game, with items like Shotgun and a Mini Bomb. Each weapon inflicts a certain amount of Hit Points and a battle is won when all enemies have no HPs. Chips can be traded using a Link Cable, too.

### Combine for more power



You can choose one or more of the same weapon to fight with, or you can combine weapons with the same code. Up to five can be stored for use and if your virus isn't dead by the time you've used all your weapons, you can choose more. There's no stopping Megaman!

### Get your strategy right



The battle arena is made up of a series of squares. Megaman can't move onto blue tiles and some weapons like Wide Sword require you to be in the enemies area before they can be used. Look out for useful attacks like Steal as they allow you to open up enemy areas.

**GAME LENGTH** → There is no doubt this is a monster of a game with two huge worlds to explore and tons of involving battles for you to get stuck into.

**Nintendo®  
OFFICIAL MAGAZINE**

## GAME SCORE

Megaman is a fun RPG with a well thought out and original battle system. It's a welcome addition to the Megaman range of games, although some might find it a bit too kiddy. If you like Pokémons, you'll love this.

**84%**

# Casper

Can you control the paranormal? Find out in this quirky quest, but don't get scared or you'll go as white as a sheet.

## Game Info

By: **Micros**  
Price: **£34.99**  
Release: **Out Now**



**WE SAID**  
"Casper could well be the game that puzzle fans have craved."

## The friendly ghost

A famous ghost hunter, Dr Harvey, has been called into town to try and rid the locals of their ghost problems.

The ghostly bandits have been turning the townsfolk into zombies and frightening the children out of their wits.

The problem is that Dr Harvey has also been turned into a zombie and the only person that can help is Casper the ghost.

He has to guide the doctor around the haunted house and stop the dastardly trio, Stretch, Stinky and Fats, from holding up the doc's mission.



▲ The three evil ghosts, Stretch, Stinky and Fats pop up from time to time to try and stop you helping the good doctor. They are a right pain!



▲ The levels contain a lot of doors so always be on the lookout for keys and make sure that you get the door open before Dr Harvey gets near it.



▲ You'll have to scare the doctor to get him up these steep ramps.

**GAME LENGTH** The levels are huge and the later ones are really tough. He may be a kids cartoon star, but Casper will have you tearing your hair out.

**LOOKS**  
The character animations have a great sense of humour and when Casper changes the graphics look very good.

**Nintendo®  
OFFICIAL MAGAZINE**

## GAME SCORE

Casper requires a lot of thought and patience. It's an interesting game that you'll either play again and again or put down after one go. It's strangely compelling and you'll be back to try and finish the tough challenges.

**84%**

**Game Info**

By: TDK Mediactive  
Price: £34.99  
Release: Out now



**LOOKS** → No Rules has an individual style with cool looking graphics. The detailed backgrounds almost look like graffiti artwork.

**Bump and grind**

One Eye Jack is watching TV waiting for his favourite show when a nasty alien appears on the screen and tells everyone that they intend to take over the world.

This doesn't suit Jack one bit, so he grabs his skateboard and heads into town to see what he can do about getting rid of the cheeky invaders from outer space.

You have to take Jack out onto the streets to confront the aliens and reclaim the town. Unfortunately, your only weapons are a catapult and a skateboard.

The game takes place in a variety of different locations, including the city streets and the underground station.



▲ The Underground level is really tough. It's not always clear where you're supposed to go and the enemies come thick and fast.



▲ In the first level, Jack heads out into town to see what's going on, only to find these alien Punkazees ruining things.

**WE SAID** → "Skateboards and 'orrible alien slime all play a part in No Rules, a skateboarding game with attitude."

**Hungry aliens**

After finishing the platform levels, you'll have to be prepared for a whole different game style on the other stages.

The aliens have developed a taste for vinyl and taken to hanging around record shops.



▲ The music's proved too much as Jack's amazing DJ talent send this vinyl hungry alien over the edge.

# No Rules Get Phat

Skating onto GBA comes One Eye Jack. He's a no nonsense, fast living board dude trying to stop uncool aliens from taking over the town and eating his vinyl.



▲ The aliens have headed up to Coldbutt mountain to try and take over the local TV station. Get up there and stop them.

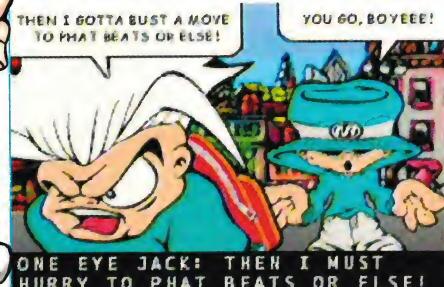
**A cut above**

Each level is separated by some excellent cut scenes. They're only static, but they have a cool sense of humour.



The characters in the cut scenes have speech bubbles above their heads filled with skate slang that your parents won't understand.

If your dad does want to play the game, he'll be all right when it comes to them, as subtitles run along the bottom of the screen, so he'll be able to get the joke. Parents, eh, who'd have them?



▲ The cut scenes are fantastic. They are filled with slang that even we had trouble deciphering. Luckily, there's a translation that runs along the bottom. Phew!

**SOUNDS** → The music is a bit hit and miss in No Rules. The tunes on the platform levels and cut scenes is very good, but the rest of the music is just horrible.



▲ This snowy alien is caught trying to get into the OG channel TV station. Time to mix it up and melt him.

**Nintendo**

OFFICIAL MAGAZINE

**GAME SCORE**

No Rules looks stylish and the bonus levels are a great idea. Unfortunately, it's let down by poor controls and confusing level design. Unless you're a total skate head, we really wouldn't recommend this.

71%

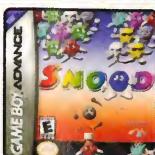
# Snood

## Game Info

By: Destination Software

Price: £34.99

Release: Out Now



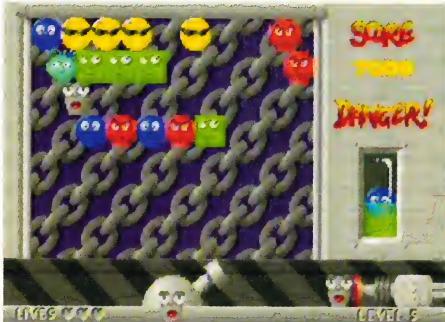
### Rescue the Snoods

**S**nood is a Bust-A-Move style puzzler, where players have to connect three or more Snoods to free them.

There are two main gameplay options with a Time Attack and Puzzle mode, offering 100 different puzzles.

By matching three or more of the same Snoods they will disappear and you'll win by completely clearing the screen.

► Connect three matching Snoods and they will disappear. Make sure you keep them away from the bottom or it's curtains.



► Snood made its name on the Internet and now it's coming to your GB Advance.

► The game also supports two player games with just one cart, so you can fight it out with a friend.

## Nintendo<sup>®</sup>

OFFICIAL MAGAZINE

### GAME SCORE

There is nothing amazingly original here, but what the game lacks in imagination it makes up for with its tight and easy to master gameplay. Unfortunately, Snood on GBA is strictly for die hard puzzle fans.

79%

# Mech Platoon X-Games Skateboarding

### War game

**T**ake control of a robot army and build factories, bases and labs, as well as mine for minerals and fight battles.

It's a familiar looking and playing point and click war strategy game that offers some in depth battle scenarios and the addition of a four player link up Battle mode.



► Your quest is to take control of the strongest army of robots imaginable and build bases and laboratories.



► You'll have to build an indestructible base and stop invading armies to become a Mech Platoon professional.



► There's a strong element of strategy gaming in Mech Platoon. One bad move and it could be all over for your robots.

## Game Info

By: Kemco

Price: £34.99

Release: Out Now



### Hit the sky

**T**ry to become the best skater at the X-Games, in Vert and Park disciplines.

Stars the likes of Bob Burnquist and Chris Senn, with plenty of modes to get stuck into.

Unfortunately clunky controls and odd camera angles conspire to make this an extreme sports turkey of a game.

## Game Info

By: Konami

Price: £34.99

Release: Out Now



► You'll be reaching for the sky as you grab and grind your way to the top.



► The views makes this unplayable.

## Nintendo<sup>®</sup>

OFFICIAL MAGAZINE

### GAME SCORE

It looks average and plays terrible due to poor camera angles and controls. Tony Hawk won't be worried by this limp GB Advance ESPN sports game.

61%



► There are over eight pros to choose from in X-Games Skateboarding, but this 'boarding game is still a stinker.

## Game Info

By: Rage  
Price: £34.99  
Release: Out Now



# David Beckham Soccer

**WE SAID** "The king of the inswinging curler is set to make his GBA debut. We reckon this could be a winner."

**The king of England free kicks and all round good egg comes to GBA to try and show us what a good Game Boy Advance footy game is all about.**

## Pass and move

**H**ot on the heels of Steven Gerrard's soccer sim comes this offering from the best current English football player, David Beckham.

Take your pick from the teams on offer, including Premiership teams, international sides and leagues from around the world, and get winning.



▲ Show the Germans who's boss.



▲ There's a comprehensive selection of international and club teams.

◀ It's all square in the South American battle for soccer supremacy.

**LOOKS** The menus are nice and clear and the pitch looks okay, but the players aren't detailed enough and the crowd looks pathetic.

## One trick pony

If you're looking for a highly detailed footy game, you've come to the wrong place. David Beckham's Soccer is simplicity itself.

**A** is used to pass the ball or do a sliding tackle, while **B** shoots and the D Pad moves the players and puts after shot swerve on your efforts.



▲ Take the ball into the box at an angle. Shoot. Score.

The game is viewed from above and behind one of the goals. It's a really good camera angle that allows you to see all of the pitch.

The players themselves aren't very detailed and the crowd looks really flat, but the game moves at a swift pace and the action is frantic.



▲ There's a comprehensive selection of international and club teams.

◀ It's all square in the South American battle for soccer supremacy.

It's nice for it to be easy to get your head around, but it really limits the gameplay and you never feel in complete control of the game.

There's also no button to make your players sprint so you often find yourself getting caught by the opposition and tackled.



▲ The Bhoys are having it easy in the Glasgow derby.

## Schoolboy errors

With one of the most famous names in football on the box, you'd expect the game to be flawless. Sadly it isn't the case.

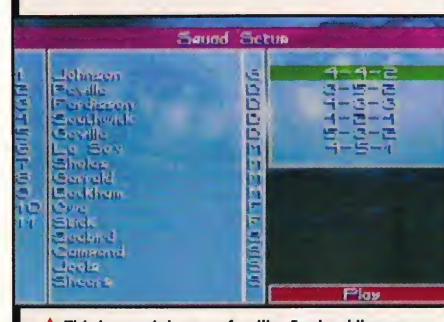
We can excuse the fact that most of the players' names have been changed, even if that does mean that the England team has players called Campend and Seabird.

But even we can't allow the same team to kick off each half and the weird ref who leaps onto the pitch when a foul is committed.

There are also no stats screens when the game finishes and the ref doesn't dish out any cards. There's no injury time added either!



▲ Even a Beckham special can't save this game.



▲ This is certainly an unfamiliar England line up.

## Nintendo OFFICIAL MAGAZINE GAME SCORE

Even the mighty Beckham can't save this game. It looks average, its lack of controls makes for a thoroughly boring game and there are dozens of mistakes and omissions. Plus there's no two player mode!

60%

**Game Info**

By: Activision  
Price: £34.99  
Release: Out Now



# Mat Hoffman's Pro BMX

Pedal power comes to GBA in another extreme sports sim.

## On yer bike

This BMX sim offers loads of playing modes, including a meaty Career mode, plus Tournament, Free Ride and Time Attack. Take control of eight stars from the Pro BMX scene and try your hand on the initial six courses on offer. The game features a huge selection of tricks, plus an additional four two player modes.

► Strap on your helmet and pedal like crazy. Speed means height and that means some world class tricks on your BMX. Shame the poor controls make it impossible.



► There are heaps of tricks in Mat Hoffman that you must master.

► The stunt courses are extremely cluttered, unlike the sprawling arenas in Tony Hawk's. All too often you'll be sailing over the handlebars as you come a cropper.

**Nintendo®**

OFFICIAL MAGAZINE

## GAME SCORE

The game tries to bring the rampant playability of a Tony Hawk game to GBA, but fails to do so. The controls just aren't good enough to make this a worthwhile experience. Only hardcore BMX fans need apply.

74%

# Tang Tang

## Race time

It's the year 3025 and a horrible alien race has stolen important life giving energy crystals from the Tang people.

It's up to you to destroy blocks, dodge attacks and rescue the crystals, before making an escape route and blasting off to the next level. On offer are 130 puzzle filled stages and five simple boss battles.



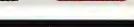
► Destroy the blocks to collect the crystals and then build an escape route.



► The crystal nicking aliens are no match for your super puzzle skills.

## Game Info

By: Take 2  
Price: £34.99  
Release: Out now



**Nintendo®**

OFFICIAL MAGAZINE

## GAME SCORE

This is a very average and repetitive puzzler that's far too easy and unoriginal to warrant a purchase. Save up and buy something else instead.

60%

# Robot Wars Advanced Destruction

## Game Info

By: BBC Interactive  
Price: £34.99  
Release: Out now



## Cult viewing

The BBC's long running robot battling programme gets a GBA game, complete with Jonathan Pierce's insane commentary.

The game has a Create A Robot option, Championship and a Quick Start mode, plus many of the TV series' most feared robots, like Dotor and Chaos II. Gulp!



► Build your own and enter the arena.



► Watch out for the evil House 'bots.

**Nintendo®**

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## GAME SCORE

The game looks great, with loads of detail on offer. Unfortunately, the game's boring to play and far too easy. A let down for the show's fans.

68%



► Robot Wars nuts won't like this!

► Each boss is based on one of the elements including fire and water.

# Donald Duck Advance

The irritable old Disney duck will ruffle your feathers as Donald gets his beak into Game Boy Advance.

## Game Info

By: Ubi Soft  
Price: £34.99  
Release: Out Now



**WE SAID** → "If it can break away from the usual stale platform efforts, Donald's Disney adventure could shine on GB Advance."

## Disney distress

**P**oor old Donald Duck is back in action once again as he tries to save the love of his life in this run of the mill Game Boy Advance platformer.



With Daisy Duck in the hands of Merlock, there's only one friend who can help Donald get his love back.

Surprise, surprise, Donald's arch enemy Merlock has kidnapped Daisy and wants to use her to report his imminent takeover of the world.

But it just so happens that Donald's mate Gyro has created a teleportation machine that can stop Merlock.

Your platforming mission is to find the machine's three missing energy spheres on each level so that you can travel in time and save Daisy.

Donald's missus needs saving and Merlock must be defeated, so get your hunting head on and go find some action. The world depends on it!

## Feel the power

Unfortunately, don't expect much of a challenge, as it's a prime example of linear platforming that was rife on GB Color.

To find the energy spheres Gyro needs you must pick up books to reveal their whereabouts. Each sphere is very close by, so there's not much searching to be done.

You won't need much skill either to complete the likes of Duck Burg and Duckie Mountain as they offer very little challenge.

Baddies like hedgehogs and pneumatic drillers can be defeated with just one punch, while clearing gaps is easy thanks to Donald's double jump.



▲ Dotted around each level are three books. Jump on them and you'll find the location of an energy sphere.

## Race day

Even though the game offers little resistance to expert gamers, you'll need to get your skates on in some stages.

Up on Duckie Mountain, you'll be faced with a race to the end of the level against a giant grizzly bear who wants Donald for his tea.



▲ As soon as you're dropped at the start you'll have to hit **R** to get away from the cumbersome bear.



▲ Not only must you get away from the bumbling bear, but there are bumbling hedgehogs to jump, too.



▲ Keep one eye on the edge of the screen for cascading waterfalls and get ready to hit the logs to leap across.

**GAME LENGTH** → It's so basic that there isn't much on offer to push you to the limit. The password system should see this licked after just a few hours.

**Nintendo®**  
OFFICIAL MAGAZINE  
**GAME SCORE**

Annoyingly, this is too close to the wealth of poor GB Color platformers already available. It offers a tired example of a platformer and there's nothing here that's too difficult to test expert gamers.

71%

**LOOKS** → The levels look nothing like those in Rayman. It's a little rough around the edges, even if Donald's animations look good.

# International Karate Advanced

## Kung fu fighting

International Karate is one of the forefathers of the modern beat 'em up and now the classic fighter is returning to GBA.

Choose from one of 12 top karate experts and travel the globe trying to beat up the world's best martial arts experts.

Instead of facing just one opponent, you are up against two. Using your best moves and trying to outsmart the opposition, you must be the first to score six points to win the bout.

The action is very slow compared to more modern fighting games and the range of moves is rather limited.



▲ Use the shield to deflect the balls.

▲ You must fight across the world.

▲ It's a fight to the end down near the Sydney Opera House. Have some!

## Game Info

By: Studio 3

Price: £34.99

Release: Out Now



Using the GBA's shoulder buttons to turn around also gets confusing in the middle of a scrap.

## Nintendo<sup>®</sup>

OFFICIAL MAGAZINE

## GAME SCORE

International Karate was a classic game, but note the stress on the word 'was'. Compared to modern beat 'em ups this simply doesn't cut the mustard. Your £35 would be better invested somewhere else.

72%

# Rampage

## Puzzle Attack

## Monster magic

### Game Info

By: Midway

Price: £34.99

Release: Out Now



# Lucky Luke

## Wanted!

### Game Info

By: Infogrames

Price: £34.99

Release: Out Now



## Sharp shooter

Lucky Luke thought he'd seen the last of the dastardly Dalton Bros. until a new US president granted a general amnesty for all criminals. Now the Dalton Bros. are back on the loose.

Combining platform shooting action with find and fix puzzle solving, Lucky Luke must find various objects scattered across the levels.

There's only one sharp shooting cowboy who can stop the brothers and you'll have to keep your eyes peeled 'cos bandits are always popping up to try and put a bullet in your back.

▲ The bank manager's in trouble!



▲ You'll have to spin and change the blocks around to make them disappear.

▲ Rampage fans will love this puzzler.



▲ Puzzle Attack will even take you to Tinsel Town for some fun that will really test the old grey matter.

## Nintendo<sup>®</sup>

OFFICIAL MAGAZINE

## GAME SCORE

Rampage Puzzle Attack may use a tested formula, but it manages to bring fresh new ideas to the GBA gaming table. A must have for all puzzle fans.

88%

▲ The Dalton Bros. have got away.



▲ Lucky Luke's GBA quest looks ace.

## Nintendo<sup>®</sup>

OFFICIAL MAGAZINE

## GAME SCORE

Lucky Luke has some great moments and it's really fun to play. Some puzzles are tricky but you won't get bored trying to figure them out.

87%

**Game Info**

By: **Ubi Soft**  
Price: £34.99  
Release: Out now



**WE SAID** → "Super Dodge Ball Advance is shaping up to be a really fun title."

**Hit points**

The aim of Super Dodge Ball Advance is brilliantly simple. Throw the ball as hard as you can at your opponents, until they die, and continue until you win.



▲ Jumping up high allows you to pick out opponents who are looking weak to attack.



▲ A player loses health each time they're hit, especially if it's a special.



▲ Once a player has taken all the damage they can, they turn into little angels and float up to the great Dodge Ball court in the sky.

# Super Dodge Ball Advance

It's another remake of an NES classic, ready to make you misty eyed for the golden age of gaming.

**Head to head**

As well as the Championship mode there is an Exhibition option on offer for those of you who want to try one off games.

Super Dodge Ball Advance also supports a two player Versus mode, which needs two copies of the game to play. There are also options to customise all 13 teams on offer.



▲ There are plenty of options, so you can tailor the game to your own preferences.



▲ Masumi is your manager and will help you understand all the options on offer.

**LOOKS** → The game isn't amazing to look at, but it's clear, colourful and well laid out. Simple, yet effective.

**Play to win**

Four of your players stay in your half of the court and the other three surround the perimeter of your opponent's half.

The ball is passed around using the **A** button, and a shot is taken by pressing **B**.



▲ Ouch, that's gotta hurt! Using specials is the fastest way to destroy your opponents.



▲ One sneaky tactic is to continuously target an opposition player until they're dead and buried.



▲ The original Dodge Ball game first appeared on the NES, where it built up quite a following.

**GAME LENGTH** → Winning the Championship is a cinch, but because the game's fun to play, you'll come back for more.



**Nintendo**  
OFFICIAL MAGAZINE  
**GAME SCORE**

It's a bit of a weird idea for a game, but Super Dodge Ball is a fast paced, well put together title. The downside is the shortness of the Championship mode, but at least the special moves ensure a fair bit of replay value.

**87%**

**SOUNDS** → The music is very bad and the sound effects are thin on the ground. Not one of the Game Boy Advance's best efforts.

The **Nintendo**

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# Spyro Season of Ice

## Game Info

By: Universal Interactive  
Price: £34.99  
Release: Out now



**WE SAID** "Spyro's world is jam packed full of colour and non stop adventuring."



▲ Spyro can use his wings to reach faraway areas.



▲ All the fairies have been imprisoned in their icy cells and only the heat from Spyro's flames can save the poor little darlings. One, two, three, FIRE!

**LOOKS** Vibrant colours do bring Spyro's world to life. The isometric view makes the game far too frustrating.

## Flammin' hot

The Rhynocs are running riot across each world and fortunately Spyro's got a few moves up his sleeves to deal with them.

Spyro's main move is a flame attack and by running up next to Rhynocs you can toast their sorry hides just by hitting A.

You'll need to keep a check a Sparx's health, too. This dragonfly sidekick changes colour from yellow to green before you lose a life.

To keep you fighting fit, you must eat butterflies that appear when you barge sheep and bunnies using Spyro's Ram attack.



▲ Scorch their backsides and they won't sit down for a week.

► By ramming sheep with Spyro's horns you'll release butterflies to eat.

**GAME LENGTH** Finding all the gems and thawing all the fairies is a long journey. The extra mini games add a bit of fun.

**The sleeper PlayStation hit swoops onto the small screen to try and set the GBA world on fire.**

## Rhynoc invasion

**P**oor old Spyro. One minute he's on the beach sunning his scaly wings and the next he's out saving the helpless Fairy Realms.

The problem is that Grendor, an evil Rhynoc, has stolen the Sorceress' Spell book and turned himself into a two headed freak. What an idiot!

The only way he can transform himself back again is to find the wings of 100 fairies, so he casts a spell to freeze the little ladies, so he can nick their wings.

With time running out to save their hides, Zoe the fairy sends a message to Spyro to save the day.

## Fun and games

Your adventure begins in the home of the fairies and from there you can access other areas through portals. But you'll need some cash to get through them!

Your first mission is to collect gems on each level and these can be exchanged for items with Moneybags the Bear.

Your quest will also see you in a race against time to thaw each fairy's ice prison using Spyro's flame attack.

To keep track of how many gems and fairies you have found, you can check out the Atlas for a running total.



Pay 400 gems to enter?  
► Sure  
No thanks

▲ This is tricky trader Moneybags the Bear. He will charge you over the odds to get through his portals, so start finding some gems.



▲ On each level, you'll find a number of different coloured gems that are worth varying amounts.

**Nintendo®**

OFFICIAL MAGAZINE

## GAME SCORE

**Spyro** is a lovable dragon and his GBA quest is just as cute and cheery. The speedway and Sparx sections are good fun first time round, but ultimately *Season of Ice* is a run of the mill Game Boy Advance quest.

**80%**

# Planet Monsters

Taking a leaf out of the Bomberman multiplayer bible, Planet Monsters certainly packs a punch on GBA.

## Back to the wall

Frantic maze action comes to Game Boy Advance as the Planet Monsters attempt to crush all before them.

The game sees you charging around brick built mazes, trying to kick blocks in all directions to smash your opponents.



▲ Watch your step as you battle it out for supremacy in the manic mazes.



▲ Planet Monsters is packed with some hilarious characters.



▲ The clock is ticking and the heat is on to beat the other creatures.

With only four minutes to beat three computer controlled rivals, staying one step ahead of the other monsters is paramount to success.

Planet Monsters even comes with a four player link up mode which more than matches those found in Bomberman Tournament.

## Game Info

By: Virgin  
Price: £34.99  
Release: Out Now



**Nintendo®**

OFFICIAL MAGAZINE

## GAME SCORE

There aren't many decent GBA multiplayer titles on the shelves, but Planet Monsters is a belting link up game, and on your own it's better than Bomberman. If you want some mad maze action, you should check this title out.

**85%**

# Lego Bionicle

## Toy story

Mata Nui is being ruled by the evil Makuta and you must find the six Toa stones to get rid of him.

Your mission is to travel the island in search of the clues in this dire adventure game with some of the worst GBA graphics yet seen.

Even though making your own warrior is fun, seasoned gamers will have no problem reaching the end of this tiny adventure.

Even if you are a fan of Lego Bionicle toys, don't go anywhere near this.



▲ The game kicks off with a story that tells of Mata Nui's plight. It looks decent, but the game is total rubbish.



▲ Lego Bionicle features some of the worst graphics in a GB Advance game.



▲ To get across the water, you have to throw the turtles into the drink and leap across on their backs.

## Game Info

By: Lego  
Price: £34.99  
Release: Out Now



# Kao the Kangaroo

## Boxing clever

Kao the Kangaroo is the latest animal star bouncing onto your GBA, but unfortunately it's a very average platformer.

The game sees you up against a band of nasty hunters who want Kao's hide to make a bit of money.

Using his boxing attacks, you must race across 25 levels grabbing coins for extra lives and keys to unlock hidden areas.

There are also snowboarding levels, but the poor responses on the controls and just two moves makes this game limited.

► The dodgy controls are the worst thing about Kao. It's so frustrating!



▲ Meet Kao the Kangaroo, the all kicking, all punching marsupial.



**Nintendo®**  
OFFICIAL MAGAZINE  
GAME SCORE

Please be warned, this is yet another example of an average GBA platformer. Coupling unoriginal ideas and rubbish controls, Kao is best left.

**68%**



▲ Wherever you look the worlds are bright and colourful. Shame about the iffy gameplay though.

**Nintendo®**  
OFFICIAL MAGAZINE  
GAME SCORE

Some of the rosiest ever GBA graphics and a dire challenge to match. Bionicle maybe one of the biggest ever Lego toys, but this is a brick.

**53%**

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# GBA

ISSUE 02

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# THE AWESOME COLLECTION

✓ Completely tested by our experts ✓ All the games you must have

## Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

### The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

### Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

### Best bit

The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend in this strange game!

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Banjo Toorie

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

### The lowdown

It's full of huge worlds that offer a non stop procession of crazy characters, ferocious bosses and the type of puzzles that make Rare games such a pleasure.

### Why it rocks

You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

### Best bit

Throughout the adventure are mini games that send the fun-o-meter soaring, not least Ordinance Challenge, which involves a race against time to defuse a group of troublesome dynamite sticks.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Conker's Bad Fur Day

■ PRICE £59.99 ■ PLAYERS 1-4



### The lowdown

BFD follows Conker's adventures over an incredible, action packed day. It's the rudest, lewdest and downright funniest game we've ever seen on the N64.

### Why it rocks

It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films like Saving Private Ryan and Aliens.

### Best bit

The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung-fu acrobatics.

GAME SCORE

93%



## CONTROL PADS

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### Official N64 Controller

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### 6T4 Controller

■ Logic 3  
■ £17.99

A cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



## Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

### The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

### Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

### Why it rocks

It rewrote the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

### The lowdown

Donald comes to life in a title that manages to capture all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

### Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

### The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

### Why it rocks

This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



Look!

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## MONSTERS, INC.

Disney magic roars  
onto GB Advance



## Harry Potter

It's magic! The world of Hogwarts  
bewitches your Game Boy Color

## RES EVIL

Blood 'n' gore  
comes to GBC



p6

## ADDAMS FAMILY

Portable fun with  
the freaky family

p8



# GameBoy Reviews

✓ We promise every game has been tested by our expert players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

## How they score

- 0-44 Real rubbish
- 45-64 Still not worth playing
- 65-79 Nothing too special
- 80-89 Pretty good, but not exactly great
- 90-100 Amazing game you must play!

### Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

## GAME BOY COLOR

Harry Potter and the Philosopher's Stone p2

Kirikou p9

New Addams Family p8

NY Race p8

Resident Evil Gaiden p6

Scrabble p9

Snowcross p9

The Fish Files p8



## Game Info

By: Electronic Arts

Price: £29.99

Release: Out Now

**GAME BOY COLOR**

**GAME BOY**



# Harry Potter and the Philosopher's Stone

The little wizard pops up on the Game Boy Color to sprinkle a little bit more of his magic. Get your brooms at the ready and get on that train to Hogwarts.



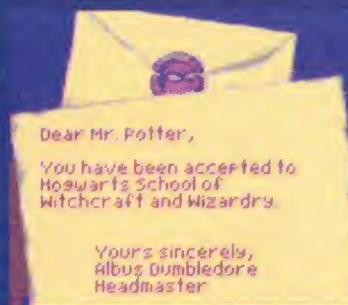
## The new term begins

If you've not seen something to do with Harry Potter over the last few months then you're probably in an incredibly deep sleep.

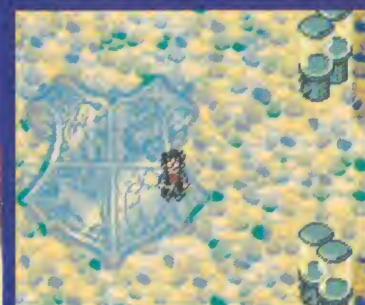
JK Rowling's creation has taken every area of the media by storm and the world of video games has not been excluded from the Harry Potter bandwagon.

Amazingly, each version of the Harry Potter computer game is individual, so we really didn't know what to expect from this Game Boy Color adventure.

Luckily we weren't disappointed because Harry Potter and the Philosopher's Stone for GBC is chock full of mystery and adventure, with a good few puzzles thrown in to boot.



▲ The magic acceptance letter. This means that you can finally escape the horrible Dursleys and all their wicked ways. Let's get to Hogwarts!



▲ Are you prepared to put all your wizarding skills to good use? You'd better be if you want to get through this enormous game.

**LOOKS** → The game is incredibly detailed and each room in Hogwarts has its own individual style. The adventure looks really bright and colourful, too.



## Pack up your troubles

Your journey begins in Diagon Alley where Hagrid has brought you so you can collect all of your things for the new term.

Your first stop is Ollivanders the wand shop to find your own special wand and then it's off to Gringotts to get hold of a few of those Sickles that your parents left for you.

This area of the game really gets you acquainted with the control system and the way the game works. You'll even bump into Draco Malfoy in Madam Malkin's robe shop.

Harry's first task is to buy all of the items he will need for the school year ahead. Everything from a cauldron to a good heavy cloak is required, so you'd better get shopping.



After you get your wand, you'll have to go to Gringotts and get some money. As usual, expect the goblins to be less than helpful.



Welcome to Diagon Alley. It's just like in the book and you'll find all the magic shops around here.

The first thing you'll need is a wand, and the one with a phoenix feather core should be perfect.

**SOUNDS** The music in Harry Potter is really mysterious and magical. It changes in each area and it always fits in well with what's going on in the adventure.

## Wait your turn

The combat system in Harry Potter is very similar to the one employed in the Pokémon games. It's a turn based system where you choose your attack and get firing.

Enemies appear as small or large blue blobs on the floor. You can avoid them if you need to, but battling them will build up your magical powers and turn you into a really strong wizard.



To engage in combat, you must first find an enemy. Get your wand ready when you see these blobs as they are what you're looking for.



Next up you must choose your attack and get fighting. The combat system is turn based, so you'll have to wait a while to win each battle.

**GAME LENGTH** This is a really big game. Some of you hardcore GB Color adventurers may find the puzzles a bit too straightforward, but Harry Potter fans will be delighted at what's on offer.

## All aboard

After you've bagged up all of your wizardry items it's off to King's Cross train station to board the train bound for Hogwarts School of Witchcraft and Wizardry.

This is where you'll meet most of the main characters from the first book and you'll get to meet the Weasleys who are stood outside the steam train on platform nine and three quarters.

On board the train, you'll meet Hermione and Neville Longbottom who's desperately searching for his pet toad, Trevor.

This is also the place for the first major encounter with that total greaseball, Draco Malfoy. Scabbers the rat scares off Crabbe and Goyle, but you've got to deal with Malfoy. Go Harry!



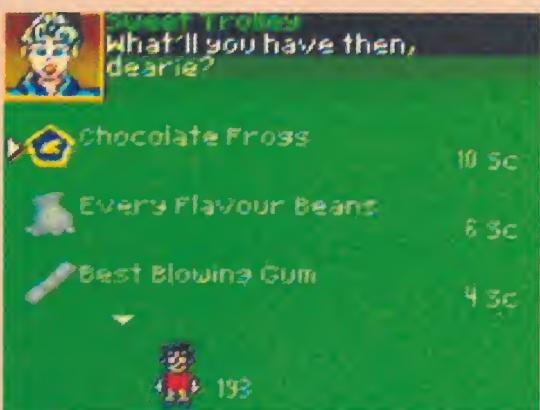
All aboard!

Platform nine and three quarters is where the steam train leaves for Hogwarts. Don't miss it!



squeak!

Malfoy would like nothing more than to see you kicked out. He'll try anything to make your life a misery.



The lovely trolley lady has everything you could wish for. Stock up on chocolate frogs to find some Famous Witches and Wizards cards.

As you journey through the game, the enemies you face will become bigger and more deadly. If you thought the disgusting rats early on in the game were enormous, just you wait for later.

Winning battles will add to your experience points and give you more health and the ability to do more magic in each battle. You'll need as much power as you can for later, so get fighting!



Some of the enemies, like these snakes, use a poison that takes off a considerable amount of energy each turn, so be very careful.



Once you've gained the right number of experience points, your stats will move up to the next level or you'll learn a new spell.

## Card sharp

To help in your battles you can also pick up magic cards. They are littered all over Hogwarts and the surrounding area, so it's worth checking every nook and cranny.

To use the power of the cards you'll need to work out the card combinations. These allow you to put three cards in the correct order to unleash their enormous magical powers in the heat of battle.

Once you've used a set of cards, they're useless and you'll have to hunt around for some more to repeat the spell.

There's a fantastic card swapping club at Hogwarts and it's worth popping in here from time to time to see if you can swap some of your items to make some new combinations.



▲ You'll be able to arrange these cards into sets of three and use their magical powers during battles to help save your energy.



▲ Make sure you look in every corner as you never know where the cards are hiding. You can build up quite a hefty collection in next to no time.

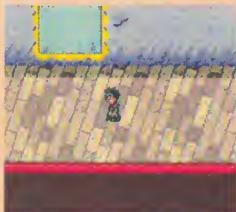
## Explorers welcome

Most of the early puzzles in the Philosopher's Stone require you to find the right classroom or the hidden Gryffindor dormitory.

But it's not as easy as it sounds because Hogwarts is absolutely enormous. You could wander around for days and still not see everything.

It's a good idea to spend a bit of time wandering around and finding your bearings so that when you're asked to complete a certain task you'll know where to look.

You might even want to engage in loads of magic battles just to get those experience points up as far as you can. There are some tough cookies out there.



▲ You'll have to search every area of Hogwarts before you can find the secret entrance to the Gryffindor dorm. Don't forget the password, Harry.



▲ Have a good look around to get your bearings. You'll be spending a lot of time exploring these halls, so it's best that you know them very well.



▲ If you require experience points, you might like to go looking for battles and move yourself up the ranks. Even Harry needs to practice!

## Help is at hand

As with most RPG adventures, there are loads of people who hang around if you get stuck in the game. They're usually pretty good at dishing out helpful advice.

Hagrid the gamekeeper is someone you'll return to again and again as he has useful information and loves to help out Harry.

Most of the teachers are helpful too, but watch out for old Severus Snape. He's a Slytherin, Harry's rival house, and the slightest wrong move could spell disaster for Gryffindor.

And don't forget, Hogwarts is a magic school, so there will be all sorts of crazy things going on. Look out for ghosts and paintings as they'll probably tell you where you're going wrong.

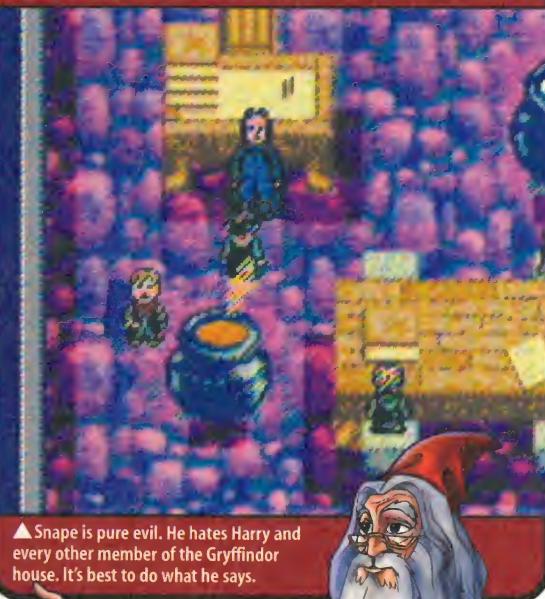


▲ A quick way down to the second floor is through the hidden chute at the end of

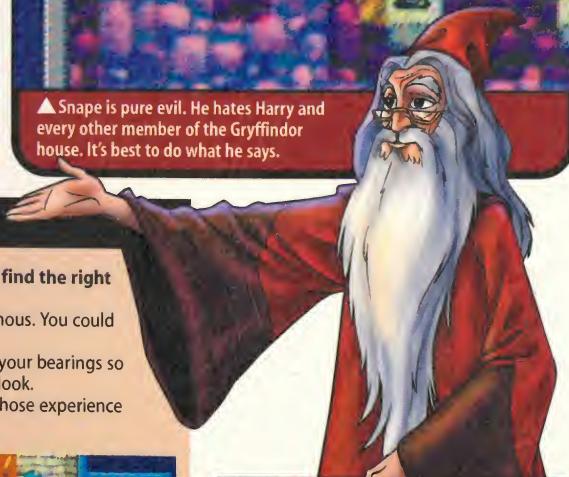
▲ The school is littered with people. Some of them are useful, but others will just give you a boring history lesson.



▲ Hagrid is the most helpful character in the game. He's always ready to hand out advice and get you back on the right track.



▲ Snape is pure evil. He hates Harry and every other member of the Gryffindor house. It's best to do what he says.



**GAME SCORE**

**Nintendo®**  
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**The Philosopher's Stone is great, but too much wandering and frequent battles let it down. If you can put up with these niggles, there's a huge adventure waiting to be tackled in the world of Harry Potter.**

**SCORE 86%**



# Resident Evil Gaiden

## Game Info

By: Virgin Interactive

Price: £24.99

Release: Out Now

**GAME BOY COLOR**

**GAME BOY**



## Weapon of destruction

**U**mbrella Pharmaceuticals Inc. is a very nasty company indeed. They have developed a new type of Bio Organic Weapon and let it escape into the atmosphere.

You play tough nut Barry Burton, a member of an undercover organisation intent on stopping Umbrella and you have been called in to try and prevent the BOW from taking hold.

The last place it was sighted was on the Starlight cruise liner. Leon Kennedy, a police officer, was tracking the weapon but contact with him has since been lost and you fear for the worse.

Barry will be dropped on board the Starlight to try and locate Kennedy and destroy the BOW. But there's a big surprise in store...



**Operative:  
Barry Burton.**

▲ Special Agent Barry Burton is dropped onto the Starlight cruise liner by helicopter. Hunt down the Bio Organic Weapon and destroy it.



**Barry: What in the  
name of  
What has happened  
to these people?**

▲ Barry soon finds out that not everything is what it should be. Perhaps it was the smell of death and the green skin that gave it away.

# Resident Evil Gaiden

**LOOKS** The gory graphics are highly detailed and incredibly atmospheric. All the ship's areas have moody lighting and dark recesses where the evil zombies hide waiting to pounce.



The horror finally arrives on Game Boy Color. Stock up on ammo and take to the high seas in search of a mysterious biological weapon. And don't forget to pack a spare pair of pants!

## Oh what an atmosphere

Resident Evil Gaiden may be a Game Boy Color title, but the atmosphere and tension that has been included is breathtaking, and a little bit scary.

The main part of the game is seen from a standard elevated camera view and all the rooms are suitably dark and moody. But the fighting system is something to behold.

When you get a zombie in your sights, the view switches to first person with a target sliding along the bottom of the screen and you have to hit A at the right time to score a hit.

As with previous Resident Evil games, it's often best to avoid the hideous monsters and runaway, but some of them do have useful items hidden on them.



▲ There are loads of areas to explore on the Starlight. The PDA in your inventory will let you know your objectives.



▲ It takes time to master, but you'll soon be rucking like a pro. The bigger the gun, the harder it is to hit those zombies.



▲ The graphics are extremely detailed. Each area has a sinister feel to it and you never know what's hiding round the corner.



## Chase me

As you search for Leon you'll come across and rescue a young girl called Lucia.

She came on board the Starlight with Leon, but they got split up and even though she comes across as being all innocent there's something not quite right about her.

She seems to have the ability to sense when the BOW is near and if you're of a nervous disposition she's not the best person to have by your side.

The BOW appears at various stages throughout the game and there's usually a save point just before you find it. So stock up on ammo and restore your health or you'll be a goner.



▲ Lucia looks sweet, but Barry's not convinced. There's something not quite right about her.



▲ The BOW appears at intervals in the game. Make sure you've got the tools to sort it out!

**SOUNDS** The music's awesome and is a spine tingling soundtrack that's reminiscent of old B movie horror flicks. The sound effects are good, but the gory zombies always sound boring don't they?

GAME SCORE

**Nintendo®**  
OFFICIAL MAGAZINE

Resident Evil Gaiden is fantastic and fans of the series will be well chuffed. There's perhaps a bit too much wandering for some people's liking, but this just adds to the tension. Highly recommended.

SCORE 94%



## The New Addams Family

By Microids Price £24.99 Game Link X  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** An unscrupulous developer has bought the deeds to the Adams' family home. It's a race against time to find the deeds and get the developers off your back. You take control of Pugsley as you scour the house for clues and try to find a way to save your family.



▲ With your guillotine needing lubrication, Wednesday tells Pugsley to go and find some oil. Now where could it be?

**We think** Fantastic adventure game along the lines of the classic Monkey Island point and click adventures. This game has all the wit and charm of the TV series and some excellent puzzles, mixed with some platform style action sections.



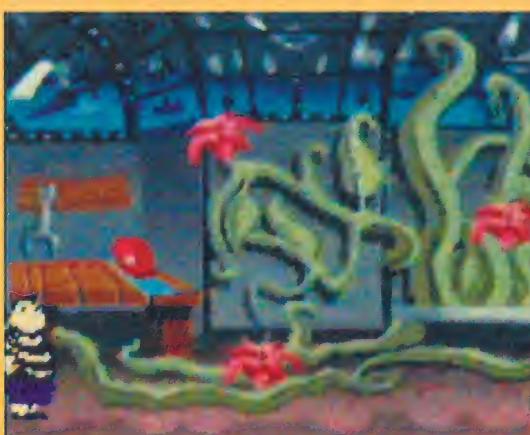
▲ Down in the basement Grandma's making a potion. She may be a bit old and funny, but her concoctions will come in useful.



▲ The deeds that everyone is looking for are hidden behind this secret panel. Maybe you should take them to Gomez.



◀ Pull the cord and Lurch will appear. He doesn't move very quickly but he has the key to the greenhouse, so be nice.



▲ Before you can hand over the deeds, Cleopatra the giant plant eats and deposits them in the eerie mansion.



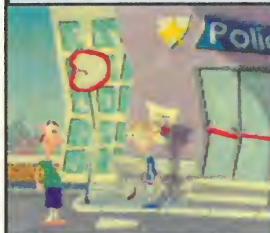
◀ The platform sections are hardly groundbreaking, but they provide welcome relief from all the wandering.

**GAME SCORE** 89%

## The Fish Files

By Microids Price £24.99 Game Link X  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** A fiendish kidnapper has stolen all the university's pet fish and you have to find the clues to trace the criminals. Prepare to meet some crazy people on your travels and collect some very weird objects.



▲ Find something similar to this kid's Bonkemon and challenge him.

**We think** There are some great jokes here and excellent movie spoofs, but we collected 20 items and didn't use a single one! If you like adventure games, there's enough here to keep you happy, otherwise steer well clear.



▲ You'd have thought the police would help, but they're really lazy.



▲ This large woman won't let you into the female dorms for love nor money.



▲ You'll fill your inventory in minutes. But what's it all for?

**GAME SCORE** 78%

## NY Race

By Wanadoo Price £24.99 Game Link X  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** It's a bleak future where people race around city streets to make a living. You find yourself in charge of a taxi, attempting to line your pockets. You can stick to the ground for control or hover for more speed.

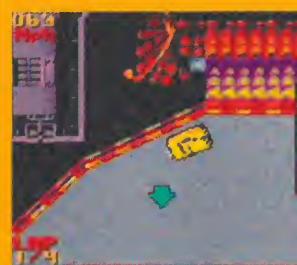


▲ Weapons range from fireballs to speed ups and come in very handy.

**We think** It's nothing special to look at, but it's fast and frantic. Taking to the air is quicker, but you'll have to keep your eyes peeled for any bridges as too much damage will make your car explode. Good, but not great.



▲ Flying higher increases your speed, but watch out for bridges!



▲ Hitting the sides causes damage. Smash too many times and you'll be toast.



▲ Welcome to The Slums, where you'll begin your quest to earn the most money.

**GAME SCORE** 79%

## Scrabble

By Ubi Soft Price £24.99 Game Link ✓  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** The classic board game condenses onto GBC. Choose from a whole bevy of options and games then try outwitting your mates or three computer opponents. There's soothing classical music, too.



▲ For some people, Scrabble is the world's greatest board game.

**We think** If you like Scrabble, you'll love this. It includes a comprehensive dictionary and enough modes to keep any hardcore Scrabbler happy. The computer takes too long, but apart from that it's great.



▲ Try and get a triple word score for maximum points.



▲ If you don't like your tiles they can be exchanged, but you'll miss a go.



▲ Get a load of this hot babe. She's just one of the game's computer opponents.

**GAME SCORE 80%**

## Kirikou

By Wanadoo Price £24.99 Game Link X  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** Kirikou is a little boy who must confront Karaba the sorceress to free the village warriors. Take him through the varied landscapes and defeat the sorceress to save the day.

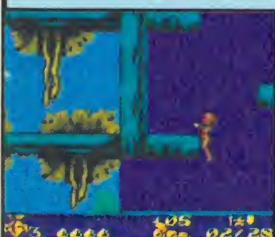


▲ This large woman might be your mother, so it's probably a good idea to heed her advice.

**We think** This is a very average platformer. There's lots to see and Kirikou moves smoothly as he runs, jumps and pulls himself up onto ledges. But the game has no excitement at all.



▲ Kirikou may only be a little infant, but he can still get around well. Here he is climbing a ladder!



▲ If a ledge is too far away to reach, Kirikou can leap across and then pull himself up the rest of the way.

**GAME SCORE 72%**

## Snowcross

By Wanadoo Price £24.99 Game Link ✓  
Infra Red X Game Boy X Game Boy Color ✓

**What it's about** Get behind the controls of a super fast skidoo and tear around snowy courses. By winning races you get points that allow you to upgrade your beast and race faster and harder. Altering the speed, acceleration and traction correctly will give you a super sled.



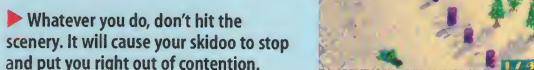
▲ Take your pick from these snowy circuits and then get racing. The Big-O course is the easiest and the best place to start.



▲ Winning races gives you the opportunity to upgrade your skidoo. If you don't like the set up you can alter it.



▲ The opponents are really nasty and won't be too eager to get out of the way.



▲ Whatever you do, don't hit the scenery. It will cause your skidoo to stop and put you right out of contention.



▲ When you hit a jump, make sure you're facing the right way for landing.



▲ You made it through the bridge unscathed. Keep on track because there's not far to go to the finish line. Hit it!

**GAME SCORE 87%**

# GAME BOY COLOR Official Tips

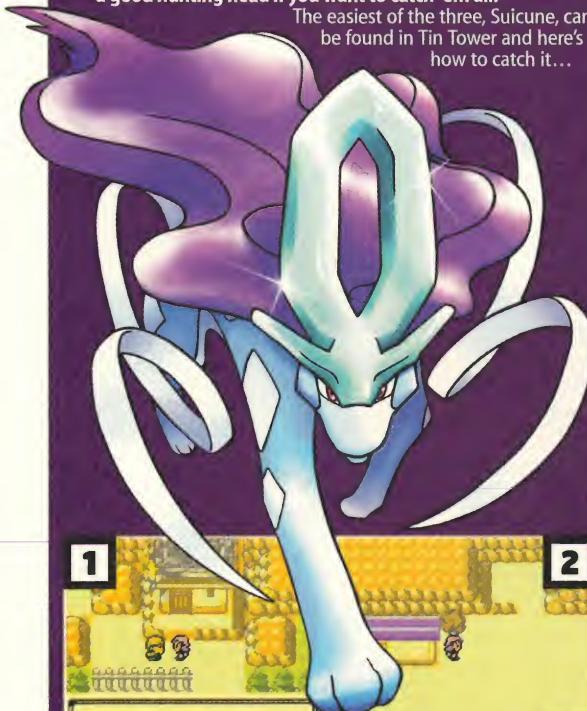
✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you Game Boy tips, hints and cheats that they know really work and that's guaranteed.

## Pokémon Crystal

### Catch Suicune

The Legendary Dogs are the killer Pokémons and you'll need a good hunting head if you want to catch 'em all.

The easiest of the three, Suicune, can be found in Tin Tower and here's how to catch it...



1

2

This tower burned in a fire.

▲ First up, you'll need to find Eusine near the Burned Tower in Ecruteak City. Beat your rival Trainer who is inside and you'll fall to the platform that's underneath.

▲ When you land, the three Legendary Dogs, Suicune, Entei and Raikou will come alive. But they don't hang around for long before they bolt for the nearest door.

3

SUICUNE will put you to the test.

▲ Later on, when you get the Clear Bell in the Radio Tower, return to Ecruteak City's Tin Tower. Ring the Clear Bell to get in and walk through the tunnel that's ahead.

4

WILLOW used METRONOME!

▲ Beat the Wise Trio and you'll face Suicune. To help you out, try and use a Pokémon with False Swipe and when you get Suicune's HP down to one, unleash an Ultra Ball.

## WWF Betrayal

### Level select passwords

It may not be the best example of what the WWF stars can do, but WWF Betrayal is riding high in the charts.

Should you still be having trouble, these passwords for Steve Austin, The Rock, Triple H and the Undertaker will help.



▲ To unlock Steve Austin's stages enter 1344 for level two, 2443 for stage three, 2244 for level four, 3144 for level five and 3342 for stage six.



▲ To open The Rock's stages, enter 1314 for level two, 2413 for stage three, 2214 for level four, 3114 for level five and 3312 to access stage six.



▲ To access Triple H's levels, enter 1324 for level two, 2423 opens stage three, 2224 opens level four, 3124 accesses stage five and for level six enter 3322.



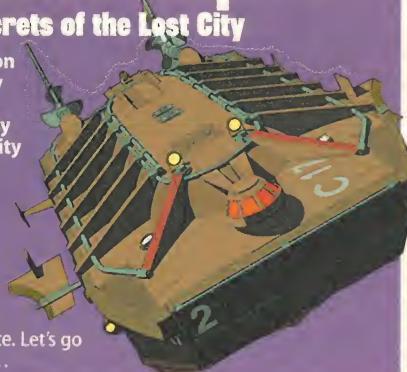
▲ To use the Undertaker on level two enter 1334, 2433 for stage three, 2234 for stage four, use 3134 to access level five and 3332 to open area six.

# Atlantis The Lost Empire

Find the secrets of the Lost City

The latest cartoon epic from Disney Studios tells the story of a journey to find the lost city of Atlantis after finding an ancient, dusty book.

With these codes you'll be able to skip straight to the level of your choice. Let's go and find Atlantis...



Milo looks fondly at a picture

▲ Enter **DCNC** on the password screen to unlock the Submarine level, while **CFCS** opens the Fire stage. One false move and you'll be toast!



▲ **DHCV** unlocks the Ice level and for something hot on your GBC, enter **TJJT** for the Volcano stage.



▲ For the final two stages in the game, enter **JMFJ** for Internal and to access the Palace world, type in **QNFS**.

## Official Nintendo Top 5 Tips

Not even the launch of PokéMon Crystal has stopped the crazy creatures riding high this month. Read on for more tips.

### PokéMon Crystal

To collect the Rainbow Wing, catch all three Legendary Dogs and defeat the Elite Four. Return to Ecrupeak City and it's yours! Now you can enter the top eight floors in Tin Tower.



## Oracle of Seasons



Collect the Member's Card from the Subrosian Market and go to the Horon Shop. Show the owner the Card, go out back and collect the bigger Seed Satchel.

## PokéMon Gold



On Route 42, Headbutt the trees and Aipom or Heracross may fall out. Catch them with a Poké Ball and you can add them to your PokéMon squad. How cool is that!

### Oracle of Ages



When you bump into Maple, make sure you collect the important items first. Initially, she will go for Heart pieces, so forget about Rupees and Bombs.

### PokéMon Red



Here's a top tip for those who are still playing this game. To get TM 31, fly to Saffron City after buying a Poké Doll in the Celadon Poké Mart and talk to the CopyCat.

# Wendy Every Witch Way

## Magical level passwords

Finding the mystery stones to restore gravity is a tall order for young Wendy in this clever GB Color platformer.

But with these two passwords you'll have no bother solving this fantastic platform adventure on your portable pal.



▲ Enter the password **Star, Square, Square, Star** and you'll be able to start halfway through the game.



▲ To reach the end of Wendy's quest enter **Plus, Minus, Plus, Minus** on the password screen. Good work!

# X-Men Wolverine's Rage

## New X-Men costume

We've discovered a new code for X-Men Wolverine's Rage. Just enter the button combo on the title screen and you'll unlock a great hidden secret in this top super hero title.



▲ To play in Wolverine's brown and yellow outfit, enter **▲, ▲, ▽, ▽, □, □, ▢, ▢, B** and **A**.

# Game Boy Test

All these gizmos will help you get more from your beloved GBA.

This is Nintendo's own link cable so it's as hard as nails.



## of the best

Are you looking for an awesome GBA game this Christmas? Look no further.

### Wario Land 4



£29.99

▲ Nintendo's grumpiest star wades in with a peach of a platformer.

### Doom



£34.99

▲ The legendary FPS comes to GBA, and it's still a classic gore fest.

### Super Street Fighter II



£34.99

▲ Street Fighter on a handheld and it's a four star playing experience.

### Ecks Vs Sever



£34.99

▲ A very playable blaster with a great story and ace weapons.

### Denki Blocks



£34.99

▲ With great link up modes, it's right up there with Bust-A-Move.



4  
Simply slide your Game Boy Advance into the Power Station for up to 12 hours worth of charge.



- Floodlights
- £7.99
- Gamester

This GBA peripheral has two lightbulbs for maximum light levels.



- Essentials Kit
- £24.99
- Gamester

This comes with a power charger, a pair of smart earphones and a carry case.



Light up the look of your GBA with this jungletastic clip on cover.



- Face Cover
- £3.99
- Logic 3

Even under a duvet you can still see the action.



- Spiro Light
- £6.99
- Joytech

# Game Boy News

✓ We promise to bring you the best information on GB Color and GB Advance. We tell you all the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

## Monsters, Inc.

### Game Info

By: THQ  
Type: Platform Adventure  
Release: TBC

**Pixar, the creators of Toy Story, are bringing you their latest monster creation to the cinema next year, and it's coming to your GBA. Are you afraid?**

- Over 20 levels
- Mini games and puzzles
- Scare the baddies

A little girl named Boo has accidentally returned to Monstropolis and it's your mission to get her back home safely.

You play the part of Sulley, a lovable monster with a big heart. Sulley's rival, Randall, knows what's going on so he's shredded Boo's door, stopping Sulley from taking Boo back to her human home.

You must travel through the colourful levels to find the missing pieces of the door and get Boo back safely. But it's not going to be as easy as you think.

A random map generator also means that the levels are different every time you play Monsters, Inc. This is one challenge that could take a good long while to complete.



▲ That dastardly double crosser, Randall, has seen the news about Boo's escape. What will he do now?



▲ Randall decides to put Boo's door through a shredding machine so she can't go home. Time to get big, hairy Sulley on the case.



▲ Here's our hero Sulley. He's a really big guy, but he's no slouch. Sulley's got a whole load of tricks up his sleeves.



▲ A lot of objects are just a little bit too high to reach, so Sulley will need to push these crates across the floor to reach high up.



▲ This monster hides in the fireplace and waits to jump out and scare you. You can jump over him without losing energy.



▲ If the guards get in the way you can unleash a terrifying scream. It won't kill them, but it will knock them off guard for a split second.



▲ This is a piece of the door. There are two pieces on this level and they are very tricky to find.

▼ Collect sweets and Sulley can growl to knock out baddies.

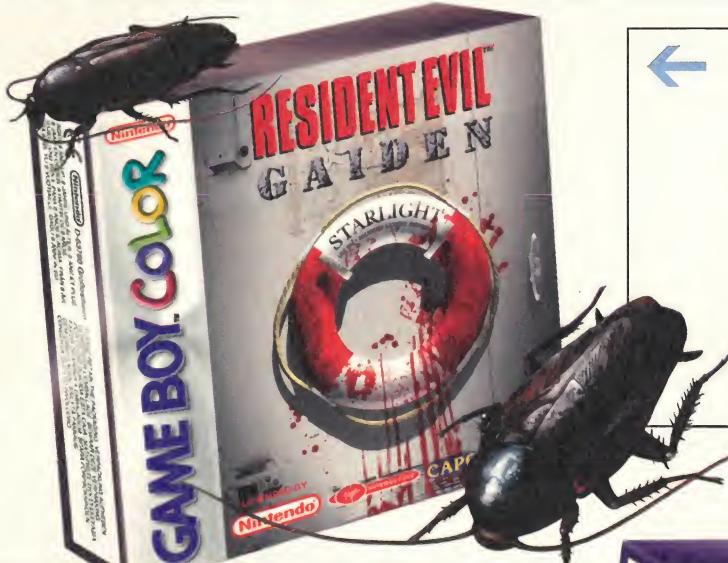


### We think...

With its innovative looks and a mix of all kinds of game styles, Monsters, Inc. could be a winner. The game looks and sounds impressive and the levels are huge. Look out for Monsters, Inc. when it comes to a bedroom near you sometime next year.

# BLAG FEST

It's games galore in this month's Blag Fest. Whether you get your kicks from shooting zombies, platformers or skate tricks, you'll be well in here.



## Win With Wario

You can always rely on Nintendo to come up with a funny and original platform game, so it's no surprise that Wario Land 4 for GB Advance is a cracker. Our friends at Nintendo have kindly donated three copies of this superb adventure for us to giveaway. See if you can answer this question...

Q. What colour are Wario's dungarees?

(A) Purple  
(B) Yellow  
(C) Orange



## Gaiden Giveaway

We love the Resident Evil games and we were well impressed by Resident Evil Gaiden on Game Boy Color. Now you can get a piece of the action by entering this competition. The guys at Virgin Interactive Entertainment have given us three copies of the game to give to you. Just answer this question...

Q. The enemy in the game is the BOW, but what does BOW stand for?

(A) Bio Organic Weapon  
(B) Biological Organic Warhead  
(C) Big Odorous Wart



## Get Phat For Free

If you want to add instant skate dude attitude to your Game Boy Advance then No Rules Get Phat could be just the game for you. Your mission is to help One Eye Jack save the planet from nasty invading aliens. Our mates at TDK Mediactive have given us five copies of this game and to be in with a chance of winning, answer this question...

Q. In which country was skateboarding invented?

(A) USA  
(B) Holland  
(C) Argentina



## How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address:  
Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
- 4 Lick a stamp, stick it on your entry and post it. The closing date for all composites is 14 January, 2002.

## Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

### Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

### Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!



EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

### The lowdown

Arcade style motorbike racer with the emphasis on fun and speed. There are indoor, stunt and cross country tracks, with tons of riders to choose from.

### Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

### Multiplayer verdict

With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off is a laugh riot.



EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

### Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

### Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!



EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

### Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

### Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a classy kick about.



EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## G64 Controller

### ■ Gamester

■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



## Hyper Pad Plus

### ■ Blaze

■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found the buttons a bit sticky.



## Trilogy 64

### ■ Guillemot

■ £19.99

This controller comes with a memory card and a rumble pak thrown in. Value for money doesn't get much better than this.



## F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

### The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.



### Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

### The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.



### Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.



### Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

### The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.



### Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

EXpANSION PAK  
MEMORY PAK  
RUMBLE PAK



## ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

### The lowdown

It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play, too.

### Why it rocks

It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

### Multiplayer verdict

ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on The Premiership. Every self respecting football fan should play this game. It's a classic.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

### The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

### Why it rocks

There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

### Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

### The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

### Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

### Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Lylat Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, weapons and tons of stuff to blow up.

### Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

### Multiplayer verdict

Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Super cool!

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## RUMBLE PAKS

NOM TESTED

### Rumble Pak

■ Nintendo  
■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



### Rechargeable Jolt Pak

■ Joytech  
■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



## Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

### Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

### Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you to sink your teeth into.



## Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

After all these years, we're still playing Mario Kart 64 every day in the NOM offices. We play this game as much as Goldeneye 007 and the original ISS.

### Why it rocks

The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

### Multiplayer verdict

It's still the finest multiplayer racing game on the N64. You won't be able to stop laughing as you unleash a devastating blue shell against the leader. With this lil' beauty, you just can't miss your hapless target!

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### Multiplayer verdict

Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Mario Party 2

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

### The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

### Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

### Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one the whole family can enjoy.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



# Mario Party 3



■ PRICE £49.99 ■ PLAYERS 1-4



#### The lowdown

Mario and his Nintendo chums get together once again for a massive party to decide who is the biggest superstar. Whoever wins the Millennium Star will get the title Superstar of the Universe.

#### Why it rocks

The Mario Party games just keep getting better. This last N64 title combines fantastic looks and sounds with fantastic gameplay. There are so many mini games to play that it could take you forever.

#### Multiplayer verdict

There's nothing better than getting your mates around for a Mario Party rumble. You'll laugh until the cows come home.

GAME SCORE

92%



# Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

#### The lowdown

The young pretender to the karting crown, starring a certain Mickey Mouse. A cartoon tour around the good ol' US of A chasing the nasty Weasels.

#### Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

#### Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

#### The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated.

#### Why it rocks

Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best. Deadly weapons, fast and furious moves and tons of the red stuff.

#### Multiplayer verdict

There may have been some real stinkers in the Mortal Kombat series but this edition has multiplayer class written all over it. It's very fluid and violent, just what you want when you're beating your mates to a pulp.

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# G64 Tremor & Memory Pak

#### ■ Gamester

■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



# Shockwave

#### ■ Datel

■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.

# NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

#### The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

#### Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron, you'll die for this.

#### Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

#### The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

#### Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# Paper Mario

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 93%

#### The lowdown

Mario's back in this fantastic cartoon RPG adventure. Help Mario rescue Princess Peach from Bowser's castle lair and unlock the seven Star Spirits along the way.

#### Multiplayer verdict

It's always fun to give Bowser a right good pasting, but the best battle in Paper Mario is when you foil the Koopa Bros. fiendish Bowser disguise. You'll be laughing so hard that you'll forget about fighting!

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

#### The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

#### Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

■ EXPANSION PAK  
■ MEMORY PAK  
■ RUMBLE PAK



# Jolt Pack

#### ■ Blaze

■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



# What we're playing

This month, our lives have been filled with...

## Mario Party 3

We love a good excuse for a knees up and there's none better than Mario Party 3. This game is packed to the hilt with amazing mini games. **RICH**



## Ridge Racer 64

I can't resist a bit of good old fashioned arcade racing. Ridge Racer 64 has it all, the thrills, the spills and the girls. If you like speed, there is nothing better. **TIM**



## Turok 2

The GameCube Turok rumours just keep on coming, so I couldn't resist the temptation to go dinosaur hunting again. There are some fantastic touches in this game. **MARK**



# MEMORY PAKS

NOM TESTED

256k

■ Nintendo

■ £14.99

Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 meg

■ Blaze

■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



## Pokémon Puzzle League

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

### The lowdown

Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

### Why it rocks

Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

### Multiplayer verdict

In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

■ EXPANSION PAK X  
■ MEMORY PAK X  
■ RUMBLE PAK X



## Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

### Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

### Best bit

If Pokémons rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.

■ EXPANSION PAK X  
■ MEMORY PAK X  
■ RUMBLE PAK X



## Pokémon Stadium 2

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

### The lowdown

The pocket monsters are back in all their 3D glory on your N64. Use Rental Pokémons, or your own Poké squad, to battle your way to the top of the tower.

### Why it rocks

You now have 251 Pokémons from every Game Boy title at your disposal. The graphics are better, there are more mini games and tons of action packed battles.

### Best bit

Just seeing all of the new Pokémons in amazing 3D will make your eyes stick out on stalks. If you thought the original Pokémons Stadium game was good, you ain't seen nothing yet. Pokémaniacs are going to love it!

■ EXPANSION PAK X  
■ MEMORY PAK X  
■ RUMBLE PAK X



## Premier Manager 64

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

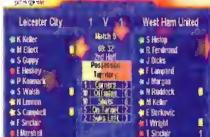
### Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

### Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

■ EXPANSION PAK X  
■ MEMORY PAK ✓  
■ RUMBLE PAK X



## Quake II

■ PRICE £44.99 ■ PLAYERS 1-2 ■ GAME SCORE 91%

### The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

### Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

### Multiplayer verdict

Very fast and smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Rayman 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

### The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

### Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

### Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we'd say that finally facing Captain Razorbeard is a bit nervy, but very exciting.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Resident Evil 2

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

### The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

### Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

### Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Ridge Racer 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

### Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

### Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there are three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## 1 meg

■ Logic 3  
■ £5.99

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



## 256k

■ Gamester  
■ £4.99

The same capacity as the official pak but this one's as cheap as chips. Reliable enough to save your most precious games. If you've got a bit of money to throw around, there's a 1 meg card for £7.99.



## Rocket Robot on Wheels

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

### Best bit

The game's packed with cool touches, but the last level, Mine Blowin', stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god when you reopen the park.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Shadow Man

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 93%

### Best bit

In this disturbing spookathon, you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

### Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## South Park

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### Multiplayer verdict

The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

### Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## South Park Rally

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### Multiplayer verdict

Really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## 1 meg

■ Joytech  
■ £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



## Star Wars Episode 1 Racer

■ PRICE £49.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

### The lowdown

They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

### Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

### Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Star Wars Rogue Squadron

■ PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 90%

### The lowdown

It's the Star Wars game everyone wanted to be ace, and it is! Control cool vehicles, from X-Wings to Airspeeders, in action packed missions.

### Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

### Best bit

As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendoids.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Super Mario 64

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 92%

### The lowdown

Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

### Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

### Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

### The lowdown

The Nintendo all stars forget their cutsey image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

### Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

### Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for N64. 64 cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu! He deserves the punishment!

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## STEERING WHEELS

WOM TESTED



### Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



### Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

## 1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

### The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

### Why it rocks

The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

### The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

### Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

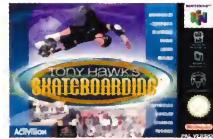
### The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

### Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Turok 2

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

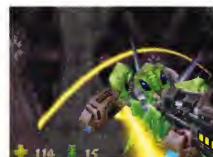
### The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

### Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

EXPLANATION PAK  
MEMORY PAK  
RUMBLE PAK



## Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

### The lowdown

It's a Turok game especially designed for multiplayer fragging. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

### Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

### Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants.



EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## TWINE

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

### The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like GoldenEye 007, even though it's not made by Rare.

### Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

### Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.



EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## WWF Attitude

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

### The lowdown

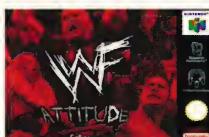
It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

### Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the grapplin' gameplay.

### Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.



EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## WWF No Mercy

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

### The lowdown

It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

### Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

### Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.



EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Who's who?

He's taking Nintendo videogames to a new level by demonstrating the connectability between GBA and GameCube. Let's see what all the fuss is about with Kirby.



### What is he?

That's a question that everybody would like answered. The truth is that nobody knows. He's just a Kirby. A small, pink, spherical character capable of swallowing huge objects and spitting them back out again.

### Does he have a good gaming record?

Kirby has been the star of loads of cracking Nintendo games including the Dreamland series and Kirby's Tilt 'n' Tumble, which never made it to the UK. He most recently featured in his first N64 adventure, Kirby 64 and the Crystal Shards.

### He must be ready for a break.

Not at all. The future just keeps getting brighter and brighter for this Nintendo star. He'll be making an appearance in Super Smash Bros. Melee on the GameCube as well as in a GameCube/GBA connection game based around Tilt 'n' Tumble.

### That sounds interesting.

In a word, it's genius. Guide Kirby around a maze using the tilt technology and watch him fly between your TV screen and the GBA screen. The demos that we've seen so far have been utterly breathtaking. Look out for more info soon.



### Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



### V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.



### Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

## Zelda Majora's Mask

■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

## The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

## Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

## Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit, but beating Gyorg felt good.



EXPANSION PAK  
MEMORY PAK  
RUMBLE PAK



## Zelda Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1



EXPANSION PAK

MEMORY PAK

RUMBLE PAK

## The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

## Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

## Best bit

Completing this adventure is an impressive feat in its own right, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale!



GAME SCORE

97%

**Remember, if you want the Pokémon single to be Christmas No.1, 50.Grind's Gotta Catch 'Em All is out to buy now.**

## Sales chart

## Top 10

1. **Pokémon Stadium 2**
2. **Mario Kart 64**
3. **Conker's Bad Fur Day**
4. **TWINE**
5. **Banjo Tooie**
6. **Earthworm Jim**
7. **Mario Tennis**
8. **WWF No Mercy**
9. **Tony Hawk's**
10. **Paper Mario**



▲ You can't keep a good Pokémon down and those battling creatures have fought their way to the top of the sales chart.

## Mario Kart Super Circuit

**The king of the cartoon racers comes to the Big N's handheld. And it's a match made in heaven.**

■ PRICE £29.99 ■ PLAYERS 1-4



## The lowdown

All the thrills and spills of the best karting game ever come to the GBA. Take control of your favourite Nintendo character and blast around some immensely exciting tracks.

## Why it rocks

All the fun of previous incarnations has made it onto GBA. There are loads of tracks, three different speed classes and all of the original Super NES tracks are in there, if you're good enough to find them.

## Multiplayer verdict

Linking GBAs together with this game will provide you with hours, maybe even days, of entertainment. There's very little to touch it in terms of multiplayer GBA heaven.

GAME SCORE

92%



## Contacts

Acclaim:	0870 1200268
Activision:	0870 241 2148
BBI:	02380 623172 / 02380 623169
Blaze:	01302 325225
Capcom:	020 7925 2565
Datel:	01785 810 826
EA:	01932 450000 / 0870 243 2435
Gamester:	01992 503133
Guillemot:	020 8686 5600
Infogrames:	0161 827 8061
Interact:	0161 702 5010
Joytech:	0800 389 9647
Konami:	01895 470500
Logic 3:	020 8902 2211
Midway:	020 7938 4488
Nintendo:	020 7471 6680
NYKO:	020 8903 3404
TDK:	01462 456780
THQ:	01483 767656
Ubi Soft:	0870 800 6160
Virgin:	020 7551 4222

The ultimate guide to beating Pokémon Crystal

# Catch it while you can

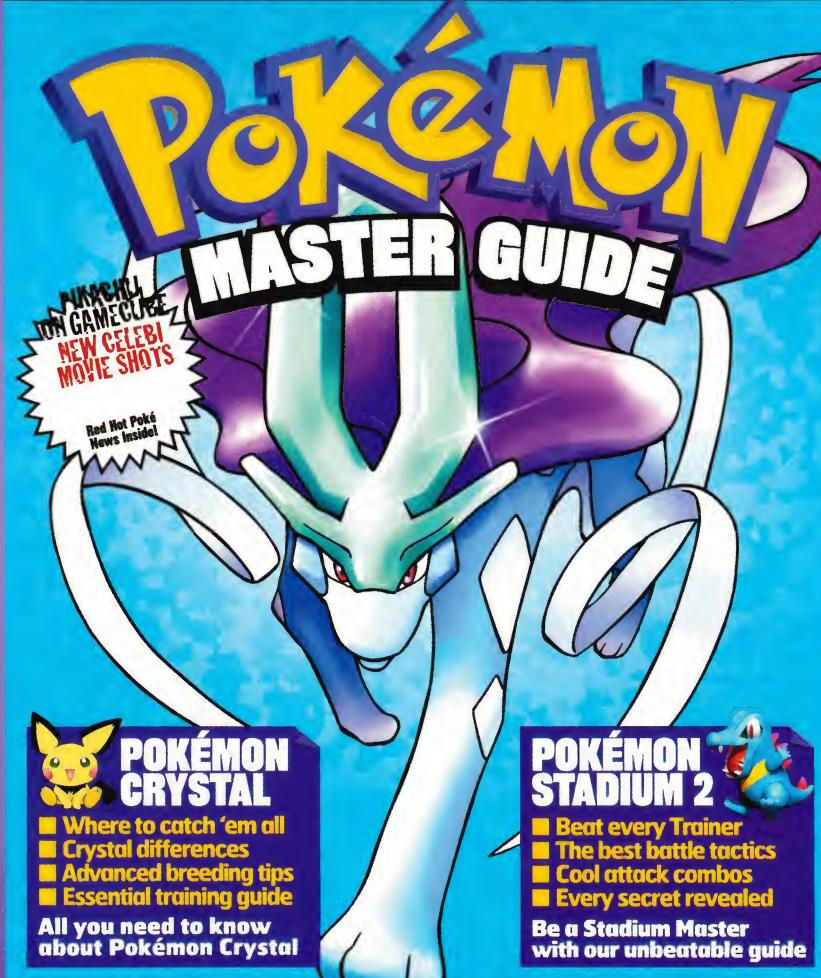
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# Official Tips

✓ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

## Hints, Tips and Cheats

Dexter's Laboratory  
Deesaster Strikes p61  
Doom p60  
Mario Kart  
Super Circuit p62  
Rayman Advance p62  
Rogue Squadron p62

Super Mario Advance p62  
Super Street Fighter II  
Turbo Revival p61  
Tony Hawk's  
Pro Skater 2 p62  
Turok 2 Seeds of Evil p63

## Your Tips

Ask us any Nintendo question... or tell us the answer for top prizes! p64

## Your Scores

Are you a gaming god? Turn the pages and find out p66

## Top 50 Bosses

From Banjo Kazooie to Zelda, we've got the only tips that tell you how to defeat the N64's 50 hardest bosses p68

# Doom

## First ever tips!

At last, the king of first person shooters comes to Game Boy Advance and it plays like an absolute blinder on your handheld.

Doom fans will have bags of fun with this title and with a few of these codes activated, you just won't want to put this down.



▲ While playing, pause and hold **L** + **R**. Now press **A** twice, **B** and then **A** five times. This will activate the God mode. Now you will be unstoppable!



▲ For all the door keys, items and weapons, pause and hold **L** + **R** and press **A**, **B** twice and **A** five times. Now all you have to do is kill baddies.



▲ Sometimes finding your way around can be hard. Pause, hold the shoulder buttons and press **B** then **A** seven times to reveal the full map of the level.



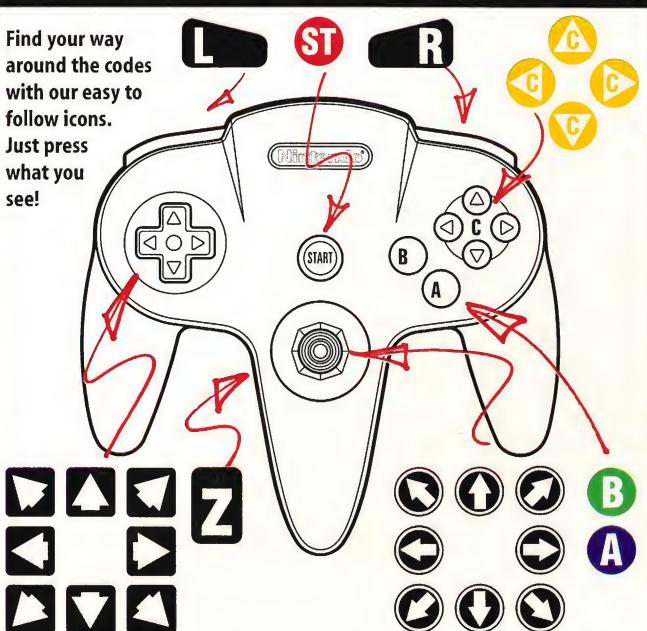
▲ Pause and while holding the shoulder buttons, press **B**, **A**, **B** and **A** five times. This turns on Berserk mode which makes your punch super strong.



▲ If you just can't do a level and want to skip it altogether, pause, hold **L** + **R** and press **A**, **B**, **A** twice, **B** three times and then **A**. The word 'Loading' should appear.

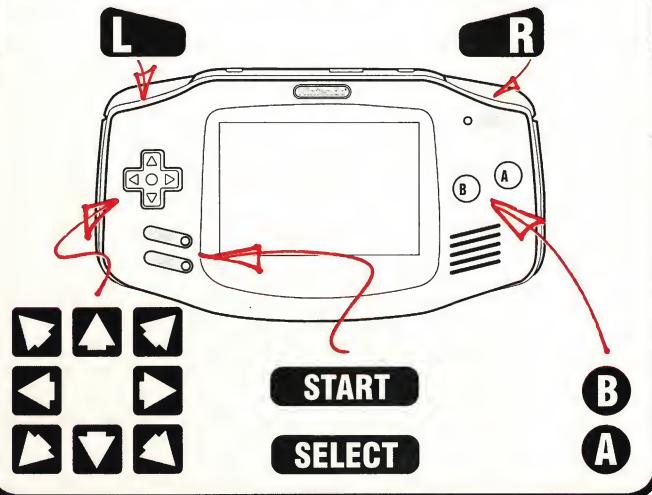
## N64 Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



## GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



## Street Fighter II Turbo Revival

First ever tips!



I was never any good at this classic GB Advance fighter until I discovered these cool cheats. Try them for yourself and you'll win every time.

On the higher difficulties, playing Arcade Mode can be challenging.

If you can't fire off those specials we have just what you need. Follow our simple directions and you'll be on your way to conquering the game.



1 If you wish the special moves were easier to pull off, wish on yourself. All you have to do is hit the **SELECT** button during a fight. You should now have a lot more.



2 Now you will be able to perform massive special moves with the simplest of button combinations. One tap on the D pad and a attack should be enough.



1 All of the characters look well cool in their costume colors, simply select them by hitting **SELECT** or **B**.



2 Begin the fight your character will perform different costumes than usual! What a cool outfit!

## Dexter's Lab Deesaster Strikes

Lives, ammo and a faster Dexter



There are loads of little troublesome Dees to catch in Deesaster Strikes and it ain't easy. Here are some codes to help you out in this GBA title.

Dexter had enough trouble keeping Dee out of his way when there was just one of her. Now there are loads!

But catching her will be a lot easier with these activated codes.



Press the same button and press the same button again. This will make Dexter move.



Press the same button and press the same button again. This will make Dexter move.



Press the same button and press the same button again. This will make Dexter move.

# Nintendo Top 5 GBA Tips

Mario Kart Super Circuit holds the top spot for yet another month, with Super Mario Advance following closely behind.

## Mario Kart Super Circuit



### Player select fun

When choosing your driver on the character select screen, you can make the racers hop with the **R** button or fire a Red Shell with the **L** button.



### Skid recovery

If you hit a Banana while speeding along a straight, your kart will start to skid. Quickly hit the brakes and you will regain control before you spin out.

## Super Mario Advance



### Extra lives

In every level there are five Red coins to collect. If you find them all you will be rewarded with an extra life. Make sure you keep an eye out at all times.



### Warp to World 7-1

In World 5-3, play as Luigi. After the first ladder, Power Jump to the higher platform. Pick up and lob the potion plant, then enter the pot to warp!

## Street Fighter II



### New modes

As any character, play through the Arcade Mode on any difficulty setting. If you win you will unlock Survival and Time Attack modes.

## Rayman



### 25 Tings

Pause the game and press **R**, **A**, **□**, **△**, **□**, **L** to get 25 Tings. You will be given 25 more Tings each time you enter this awesome code.

## Tony Hawk's Pro Skater 2

### Play as Spider-Man

During a run, pause the game, hold **R** and press **A**, **□**, **△**, **□**, **△**, **□**, **△**, **□**, **△**, **B**, **A**, **START**. You will now be able to grind, ollie and grab your skateboard as the one and only Spider-Man. He might not be able to sling a web in Tony Hawk, but his 'boarding skills are second to none.



# Classic Corner

## Star Wars Rogue Squadron

There are so many good Star Wars titles to own on the N64, but this is easily the best. The Battle of Hoth mission has always been our favourite stage in this sci fi blaster so here is a quick recap. Make sure you've packed your Tow Cable and switched your S-Foils to attack positions as there are some mean looking Walkers out there that need to be brought to their knees. Lock and load Rebel fighter and get ready to take them down.



▲ At the start of the mission, don't worry about the bigger enemies. You need to destroy all of the Probe Droids. When they're all dead, you will see a cut scene.



▲ Now you need to save one of your allies who is being targeted by three AT-AT Walkers. Get a long run up and slow down for maximum firing time on the Walkers.



▲ The Shield Generator is now under attack from three AT-ATs. Using your Tow Cable, take down the nearest one to the Generator first. Then destroy the nearby AT-STs. They're really annoying!



▲ Finish off the mission by taking out the remaining AT-AT and any other AT-STs Walkers. After blasting a few more Walkers, your mission will be complete. Well done Rebel fighter!

# Most Requested

## Turok 2 Seeds of Evil

We are not surprised that this game is giving readers problems as it is one of the hardest games on the N64. The scariest and most brutal boss in the game is Mother who is hiding in the Primagen's lightship. However, it'll be you who hides when you see her.



▲ The first part you must target are her arms. Stand at a distance and shoot them with your Plasma Rifle or Shredder. Side step to avoid her deadly earthquakes.



▲ After hurting her with a few rounds, she will jump up to the ceiling, sending rocks crashing down onto you. Keep moving and grab the power ups.



▲ When she finally drops back down, back away again and continue shooting her arms. Be careful not to let her slap you with them. It hurts!



▲ Soon she will stand up on her previously hidden legs. The trick here is to run backwards so that you are facing her and shoot the head. Have some!

## It's your choice

Being the only official Nintendo magazine in the UK, we want to bring you the best codes for the games you play every month. If you would like some tips for an N64 game, old or new, let us know by sending in a letter to 'Most Requested' at the usual address.

# CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

TIPS &  
CHEATS &  
WALKTHROUGHS

A - 01	I - 09	Ram page
A Bug's Life	Iggy's Reckin Balls	World Tour
Aero Gauge	Int. Track & Field 2000	Rayman 2
Aidyn Chronicles	International Super Soccer	Ready 2 Rumble Boxing
Air Border 64	ISS 2000	Resident Evil 2
All Star Baseball 2000	ISS 98	Revolt
All Star Baseball 2001		Ridge Racer 64
All Star Baseball '99		Road Rash 64
Armorines		Rogue Squadron
Army Men Sarge's Heroes		5 - 19
Army Men Sarge's Heroes		San Francisco Rush
Asteroids Hyper 64		SCARS 4
Attitude (WWF)		Scooby Doo
Automobili Lamborghini		Shadowgate 64
B - 02		Shadowman
Banjo Kazooie	K. Bryant in NBA Courtside	Shadows of the Empire
Banjo Toole	Killer Instinct Gold	Sim City 2000
Bass Hunter 64	Kirby 64	Snowboard Kids
Battle Tanks	Knife Edge: Nose Gunner	Snowboard Kids 2
Beetle Adventure Racing	Knockout Kings 2000	South Park
Blast Corps	L - 12	South Park Rally
Blues Brothers 2000	Legend of Zelda	Space Dynamites
Body Harvest	Legend of Zelda: M's Mask	Space Station: Silicon Valley
Bomberman 64	Lylat Racers	Spiderman
Bomberman Hero	Lylat Wars	Star Fox/Lylat Wars
Buck Bumble	M - 13	Star Wars: Battle for Naboo
C - 03	Madden 64	Star Wars: Racer
California Speed	Majora's Mask	Star Wars: Rogue Squad.
Carmageddon	Mario 64	Super Mario
Castlevania	Mario Golf	Super Smash Brothers
Castlevania: Leg. of Dark	Mario Kart	Supercross 2000
Chameleons Twist	Mario Party	T - 20
Clayfighter 64	Mario Party 2	Tarzan
Command & Conquer 64	Mario Tennis	1080 Snowboarding
Conkers Bad Fur Day	M. Owen's Soccer 2000	Tetrisphere
Cruis'n the World	Mischief Makers	The First Mage
D - 04	Mission Impossible	The Journeys of Hercules
Daikatana	Mortal Kombat 4	The World Is Not Enough
Dark Rift	Mortal Kombat Trilogy	Tom & Jerry: Fists of Fury
Deadly Arts	Mystical Ninja	Tonic Trouble
Deep Cover Gecko (Gex 3)	Mystical Ninja 2	Tony Hawk's
Destruction Derby 64	Nagano Winter Olympics 98	Tony Hawk's 2
Diddy Kong Racing	Nascar Racing 99	Top Gear Overdrive
Donald Duck: Quack Attack	NBA Hangtime	Top Gear Rally
Donkey Kong 64	NBA Jam 2000	Top Gear Rally 2
Doom 64	NBA Jam 99	Toy Story 2
Dr Mario 64	NBA Live 2000	Trials of the Four Towers
Duck Dodgers (Looney Tunes)	NBA Live 99	Triple Play 2000
Duel Heroes	New Tetris	Turok 2
Duke Nukem 64	NFL Blitz	Turok: Dinosaur Hunter
Duke Nukem: Zero Hour	NFL Quarterback Club 99	Turok: Rage Wars
E - 05	NHL 99	Turok: Shadow of Oblivion
Earthworm Jim 3D	NHL Breakaway	Twisted Edge Snowboarding
ECW Hardcore Revolution	NHL Breakaway 99	U - 21
Eltale Monsters	No Mercy (WWF)	Universal Tour (Rampage)
Excite Bike 64	Nuclear Strike 64	V - 22
Extreme G	O - 15	Vigilante 8
Extreme G 2	Ocarina Of Time: Zelda	Vigilante 8 - 2nd Offense
F - 06	Off-Road Challenge	V-Rally 99 Edition
F1 World Grand Prix	Ogre Battle 64	W - 23
F1 World Grand Prix 2	Olympic Hockey (Nagano)	Wailaae Country Club
FIFA 64	Operation Winback	Wave Race
FIFA 98	P - 16	WCW vs NWO Revenge
FIFA 99	Paper Mario	Winback: Covert Operations
Fighter's Destiny	Penny Racers	World Cup 98
Fighting Force 2	Perfect Dark	World Drivers Championship
Fists of Fury (Tom & Jerry)	Pikachu Genki Dechu	World Is Not Enough
Forsaken	Pilot Wings	Worms Armageddon
F-Zero X	Pokemon Puzzle League	WWF Attitude
G - 07	Pokemon Snap	WWF No Mercy
G.A.S.P. Fighter's Nextream	Pokemon Stadium	WWF War Zone
Gauntlet Legends	Pokemon Stadium 2	WWF WrestleMania 2000
Gex	Powerful World Soccer 3	X - 24
Gex 3: Deep Cover Gecko	Premier Manager 64	Xena Warrior Princess
Glover	Pro Baseball King	XG2
Golden Eye	Q - 17	X-Men Mutant Wars
Golden Nugget 64	Quack Attack	Y - 25
GT 64 Championship Edition	Quake 2	Yoshi's Story
H - 08	Quake 64	Z - 26
Hexen	R - 18	Zelda
Hot Wheels Turbo Racing	Racer (Star Wars)	Zelda: Majora's Mask
Hybrid Heaven	Rainbow 6	Zero Hour (Duke Nukem)
Hydro Thunder	Rakuga Kids	
	Rampage Universal Tour	

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# TO MOVE BACK ONE MENU SELECTION



Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@cheatsunlimited.com, or call our

Customer Service: 08700 885 656 (BT National Rate applies)

# Your Tips

Write in

Win ace 

prizes this month



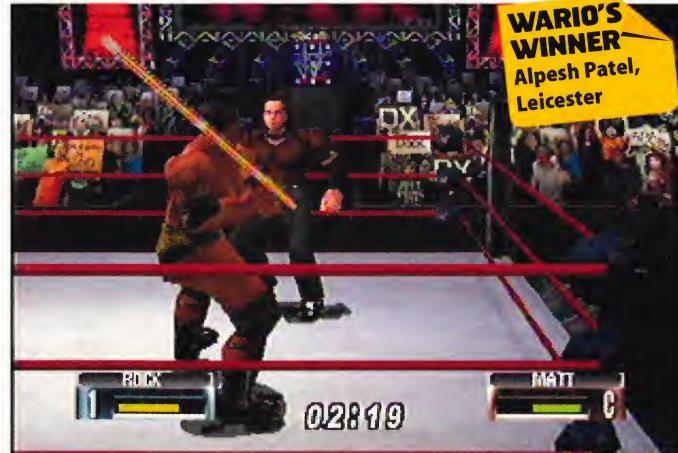
This month's mailbag was bloated with Your Tips letters. If you have discovered any sneaky secrets or gameplay tactics, or you're stuck and want help, send them in and it could be in a future issue!

## WWF No Mercy

Catch weapons, dominate Ladder Match

NOM readers must be the best WWF No Mercy players in the world because our Your Tips mailbag is full of wrestling hints.

But for anyone who hasn't mastered this fantastic game, Alpesh Patel has given us two great tips to help in your struggle to rule the ring!



▲ If your opponent grabs a weapon and throws it at you, pull **L** on the 3D Stick and press **R** to catch the weapon. Precision timing is needed to do this.



▲ In a Ladder Match, repeatedly perform submission holds on your opponent until they are on 'Losing It'. This will give you enough time to climb the ladder.

## WWF No Mercy

Your wrestler in the intro

The Create a Wrestler feature in WWF No Mercy allows you to make your very own champion and then fight as them.

Thanks to James Darby, you can now see your newly created wrestler in the flashy intro at the start of the game! Sweet.



▲ First go to the Smackdown Mall and enter Clone Wrestle. Now choose the fighter you want to see in the intro and the wrestler you want to exchange with. Now you will see your customised wrestler in the intro sequence. If you want to get back the original wrestler, reset your custom WWF star to default.

## Mario Kart Super Circuit

**WARIO'S WINNER**  
Gary  
Beardsworth,  
Lancashire

Crafty shortcut

Mario Kart has always been a tough game to beat with winding courses and rock hard competition.

But you will never lose on Ribbon Road ever again thanks to Gary's tip on how to cut down your lap time by nearly ten seconds.



▲ Just as you exit the first hairpin, steer out to the right of the track. Line yourself up with the Boost Pad ahead and hit it to go over the jump.



▲ As you lift off, turn right, aiming to land on the section of track nearby. This will put you ahead by about seven seconds! Now go for the chequered flag.

# Your questions answered

Each month we give a few desperate readers relief from their gaming problems. If you are stuck on a puzzle or boss and need help, drop us a line.



## Pokémon Snap

Professor Oak has said that I have to find six Pokédex Signs but I can't find them all. Could you please help?

Daniel Harland, Middlesbrough

■ The signs are quite hard to spot and you are more likely to find them by accident if you snap like crazy! But we know where they all are...



▲ Each level has one sign. On the Beach a rock formation to the left, just past the surfing Pikachu, looks like a Kingler. Get a quick shot in!



▲ In Tunnel, free the Zapdos. In the next cave, the sign is projected onto a wall. In Volcano, throw balls into the volcano on the left and snap the smoke.



▲ On the River stage, the sign is a Cubone shaped rock behind the dancing Vileplume. In Cave, snap the crystals near the Koffings for a Mewtwo sign.



▲ At the very start of the Valley level there are three huge mountains up ahead. They look exactly like Dugtrio so take a picture of the last sign.

## Pokémon Gold

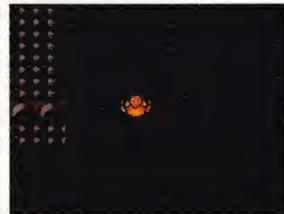
All I need is a Kingdra to complete my Pokédex but I can't evolve my Seadra without the Dragon Scale. Where is it?

Daniel Goldsmith, East Sussex

■ We get a lot of questions about evolution in Pokédex. You're right about needing a Dragon Scale so here is where you'll find it...



▲ The Dragon Scale can be found on the second floor of Mt Mortar. The entrance for this cave is on Route 42 on the east side of Ecruteak City.



▲ The Dragon Scale is resting in a ball to the north west corner of the cave, near a staircase that leads up to the third floor. Make sure you've got Surf as it's the only way to reach it.

## Zelda Oracle of Seasons

In the second dungeon there is a room with breakable blocks and a chest, but when I get to the chest it disappears. What is going on?

Conor Monks, Dublin

■ We know what you're doing wrong. Your problem is speed. You have a time limit to get to the chest. If you take too long it will disappear. The trick is to throw your bombs towards the breakable blocks as you approach. They will explode sooner than if you walk right up to the block and set them down, which wastes time.



▲ You will have to be quick to get treasure chests that are on a time limit. You will find it a lot easier to use Pegasus Seeds if you have them.

## Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo prize. Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

## New Ways To Play!

Completing a game is always a great achievement but some are just too good to stop playing and don't deserve to gather dust.

### Conker's Bad Fur Day Pot Shot



- With a minimum of two players select the excellent War mode, Total War.
- Position yourselves at the sniper areas that are at either end of the level.
- You must jump out the top of the roof and take quick pot shots at your opponents in the air.
- Set a kill or time limit and shoot away. The Bazookas are fun.

### Goldeneye 007 Predator



- You need three or four players for this. In multiplayer mode one player must choose little Oddjob.
- On any level the other players must hunt Oddjob as he runs away.
- After a time limit, the player who killed Oddjob the most will win.
- You can enhance the difficulty by making Oddjob vanish by entering the invisibility cheat.

# Your Scores



Show us just how good you are at Nintendo games by sending in your best scores. Official Nintendo 64 controllers go to the greatest.

## This month's tough challenges

01

### Pokémon Stadium 2

**Gutsy Golbat, highest score.**

Can you fight your way through the Magnemites and Golbats, collecting the hearts as you go. This is one tough mini game!

**HINT!** Grab the hearts and get out before the Magnemites attack. Be quick!



▲ Dodge those Magnemites and grab the hearts.

02

### Super Street Fighter II Turbo Revival

**Highest score on Arcade mode, no continues, any fighter, any speed.**

Play to the end in one go to prove your skills.

**HINT!** We'll know if you've used a continue as it will appear at the end of your score.



▲ Can you become a Street Fighter II champion?

## The month's results in full

### GT Advance

Time attack, any car, Circuit 7-Free Speed, three laps, fastest total time.  
Ben Stourbridge proves he's no slouch with this lightning quick time.

### TOP BANANA

01 Ben Stourbridge, Stoke 2:09:24

02 Frank Davies, Stockport 2:11:89

03 Stephen Harrison, Wrexham 2:12:36

04 Daniel Perkins, London 2:12:78

05 Nathan Porter, Lewisham 2:13:07

### Tony Hawk's Pro Skater 2 GBA

Single Session, Warehouse level, any skater, highest score.  
Nic Greco skates into first place with this super score on his skateboard.

### TOP BANANA

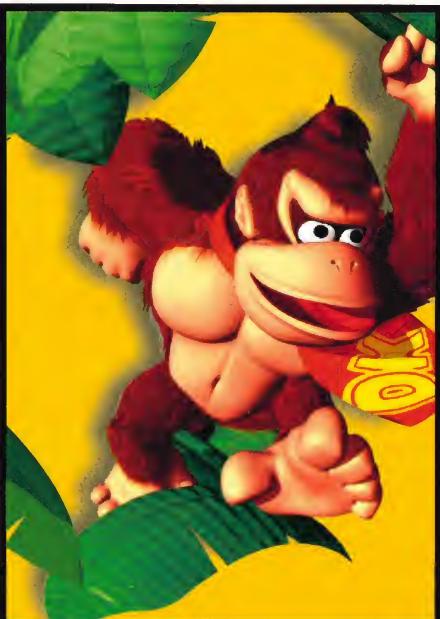
01 Nic Greco, Shrewsbury 805,633

02 William Tucker, Telford 745,982

03 John Fryer, Norwich 729,253

04 Alex Cooper, Dumfries 689,025

05 Andrew Morrison, Garstang 678,152



## Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

## What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam in the game and get your high score or time.
- 2 Take a picture of the screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,  
Angel House, 338-346  
Goswell Road, London  
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

## Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad to add to your collection.

# Mega Challenge!

Get your zombie blasting head on and grab a Plasma rifle, it's Doom time and we're recruiting the best.

### Mega Challenge

First person shooters don't get more frantic and scary than Doom and now that it's on Game Boy Advance we thought we'd set you a hell beast blasting Mega Challenge.

#### What you have to do

To get into our Mega Challenge final you need to get the fastest time on Dis, the final level. Difficulty level should be set to Hey Not Too Rough. Take out the Barons, then tackle the Cacodemons before finally escaping from the bowels of Hell. If you think you're really good, you can charge past the enemies, but you might get a nasty surprise!



### The Mega Challenge final

Only those who finish in the top four will make it to the final. The fastest Doom blasters will be invited up to NOM Towers for a deathmatch to end all deathmatches. If you want to be in with a shout, then get that gun warmed up and head out into Hell.

Killing the four Barons in the first room is the toughest part. Use the Plasma rifle for this bit, but make sure you keep your distance from those mutants.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday March 9, 2002 free.



▲ We hope you don't scare too easily for this scary Mega Challenge.

### Closing date and rules

- The closing date for this Mega Challenge is Friday February 8, 2002.
- The Mega Challenge Final will take place on Saturday March 9, 2002.
- For the final itself, we set the rules! The final will take place on a Doom multiplayer setting of our choice.
- Finalists who cannot make the stated final date will be disqualified and their place will be given to the fifth place contestant.
- The decision of the magazine is always final, so there!

In the event of a tie, the names will be placed in a vat of dog food and the first name that the office mutt picks out will be attending the final.

# NOM Top 50 Bosses

We take a look back over the huge library of N64 titles and pick out our top 50 bosses for another bashing.



## Banjo Kazooie - Gruntilda

Our baddie bashing fun starts with Rare's awesome N64 adventure, Banjo Kazooie, that appeared back in 1998.

The game sees Gruntilda the evil witch trying to steal true beauty from Tooty, Banjo's lil' sister. It's your mission to rescue her by defeating Gruntly at the top of the witch's fortress and leave her begging for mercy.



▲ First, dodge her swooping attacks and strike when she crashes. Pull out your Gold Feathers and you will protect Banjo from her troublesome homing spell.



▲ In her second attack, hide behind the parapets to avoid Gruntly's Fireballs and shoot Eggs at her when she stops. Hold **B** to keep her in your sights.



▲ Now she takes to the sky. Keep a good distance to avoid spells and aim on the approach to Beak Bomb her. Collect Red Feathers if you run out.



▲ On the fourth stage of this battle, you have to use the Jinjo Statues to attack. When Gruntly stops shooting, quickly spit three Eggs into the statue's holes and watch it go.



▲ Finally, you must shoot eggs into the Jinjonator to finish her off. Gruntly pauses after firing a homing spell, so protect yourself, then quickly shoot Eggs into the statue to finish her off.

## Banjo Tooie - Billi and Willy

In Banjo's second outing Gruntly's back in her Hag 1 battle vehicle. First up though there's the small question of how to defeat Billi and Willy.



▲ Billi wants some pizza from Banjo, but he refuses. To beat this hot head, you need to shoot Ice Eggs into the cannons. Jump over his tongue when he tries to lick you.



▲ When he's defeated, it's time to battle Willy. He is the icy version and attacks in exactly the same way. All you have to do is shoot Fire Eggs into the cannons.

## Banjo Tooie - Gruntilda



▲ First, jump the lasers and shoot eggs at Gruntilda. As she starts to weaken, more lasers will appear. Keep moving around the arena to avoid the attack from her mortar cannon.



▲ At 60 hits, Gruntly fires up her machine. Shoot eggs into Hag 1's exhaust when it stalls, but be quick as you stop to shoot 'cos she won't stop for anyone.



▲ When Gruntly has 30 hits left, she will summon more baddies to fight but they are easily beaten with the Beak Bayonet move. Now shoot the evil old hag!



▲ She'll make the air toxic, limiting your time to beat her before you pass out. Her last attack is seriously dangerous, but one more egg will finish her off.

**Bomberman 64 - Sirius**

Sirius was a tricky boss to defeat in Bomberman with his lasers and the ability to fly. It was tough to catch him, but with our quick tips you'll have no problem taking this boss out of the sky.



▲ Your enemy will fly around, then target you with lasers and bombs. When he lands, go up close so he doesn't take off again. Drop bombs like crazy!



▲ When you are joined by Regulus, Sirius shoots lasers and uses a charge attack. Move to the side to avoid the lasers and blast him with bombs to win.

**Donkey Kong 64 - Army Dillo**

The Army Dillo posed quite a problem for Donkey Kong 64 fans and as always, King K. Rool was no push over either.



▲ The first time you meet Army Dillo is in Jungle Japes. This hard nut uses the cannons mounted on his shell to shoot fireballs at you. Run in zig zags to avoid being clobbered.



▲ When he stops blasting, grab one of the large TNT Barrels. Now lob it at him and watch as it explodes next to his armoured skin. This will make him one very angry armadillo.



▲ Now he will curl up into a ball and attempt to roll over you. It's easy to avoid this attack, so just run in a circle to get away. Throw TNT Barrels and avoid his rolls twice to beat him.

**Castlevania - Dracula**

Castlevania was one of the scariest adventures on the N64 and one of the most difficult to complete, too.

If you were skillful enough to get through to the final battle without fighting Vincent, Dracula will change form. This makes the final battle a lot harder, but these tips will help you out.



▲ In Drac's purple form, wait for a break in his attacks. With Carrie, just charge and shoot at the target. Use crosses or throw other objects if you're Schneider.



▲ In his final form, Dracula will make an earthquake if you're close by and lobs fireballs if you're standing at a distance. Keep moving around and Dracula won't know what to do.



▲ Attack from behind, but don't get too close. When going for the kill, be sure not to hit the Nuclear Orbs as they will cause major damage if you touch them.

**Donkey Kong 64 - Army Dillo returns**

▲ The next time you meet Army Dillo is in Crystal Caves. The only new attack is his shock waves, so use your Back Flip move to avoid them. Three TNT blasts will take him out.

**Donkey Kong 64 - King K. Rool**

▲ First up is Donkey Kong. Get on the turnbuckle to avoid the shock waves and jump into one of the barrels. When King K. Rool taunts, blast out the barrel.



▲ Now it's Diddy Kong's turn. Wait for the barrels, activate your jets and fly up to the lights. Avoid his gloves and shoot the targets to drop the lights on his head.



▲ Bring on Lanky Kong! Avoid King K. Rool's attacks until switches appear outside the ring. Use his long arms to hit the switches and grab a barrel.



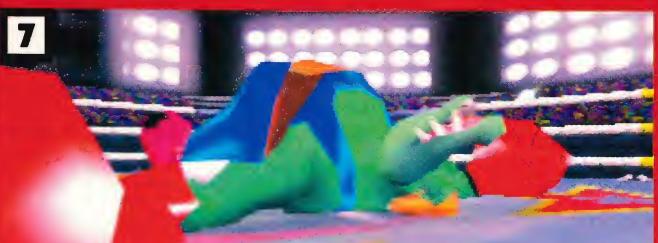
▲ Smash the barrel in the ring to release a banana skin. Play your trombone on a Music Pad when the banana is between you and King K. Rool to make him fall.



▲ Shrink Tiny Kong and run into King K. Rool's shoe. Dodge his toes and hit them when they rise until they are all red.



▲ Simian Slam the switch in the ring to make Monkeygone Pads appear in each corner of the ring. Now for the finisher!



▲ Stand on one of these pads and press **Z** to make King K. Rool visible. Jump into the barrel, wait for him to run at you, then strike with a Primate Punch. Repeat this to win.

## Diddy Kong Racing - Wizpig, part 1

Diddy Kong Racing is a real treat for fans of cartoon racers and a sound alternative to Mario Kart 64.

The Adventure mode is great and will push your gaming skills to the limit. You'll have to race Wizpig twice and winning isn't easy.



▲ To beat Wizpig first time round it's essential that you hit every single speed boost. Just before hitting each arrow, let go of the accelerator for a bigger boost.



▲ After boosting, don't go back on the accelerator until the smoke from your car is gone. Hit every boost with this method and you should win easy!

## Diddy Kong Racing - Wizpig, part 2



▲ Now that you're in the plane, we recommend that you hold the **R** button the whole time for sharper turns. You'll need it to tackle the tight bends in this ultra tough course, especially just after the starting line.



▲ As before, you should release the accelerator as you hit speed boosts for more speed. Also collect two Red Balloons to use the Homing Missile and stay low to avoid the lasers in the throne room.

## Doom 64 - Mastermind

Doom 64 has tons of tough monsters to tackle and you must be a top shooter to get the better of Mastermind. Here's how to beat him...

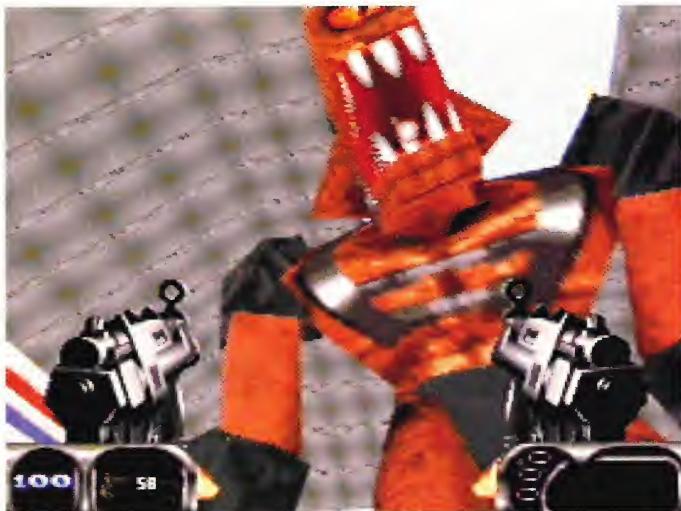


▲ This beast has the ability to attack in all directions, so don't stop moving or you'll be killed instantly. As you strafe, use the Rocket Launcher or BFG 9000. No messing around!

## Duke Nukem 64 - Cycloid Emperor

If aliens ever take over the planet and steal all the women, you know which tough talking, wise cracking hero to call.

With bags of attitude and a great taste in weapons, Duke Nukem can deal with all manner of scum, but are you skilled enough to take on the evil Cycloid Emperor. With these hints he will be mincemeat in minutes.



▲ Watch out for the Emperor's huge feet. Simply stay close and circle strafe around him so that you are dodging his feet, but stay near to him. If you do this right, you should be aiming at the Emperor the whole time, so unleash your strongest weapons. As long as you aren't crushed to death, he'll go down in no time at all!

## Duke Nukem Zero Hour - Zero

Duke Nukem's second blast 'em up was a third person shooter, with more 3D levels and much improved graphics.

The alien daddy in this game, Zero, is a challenge and even if you have managed to complete Duke's previous game, don't expect an easy time.



▲ Make sure you watch your footing as you may walk off a ledge. Zero also has a lethal ground stomping attack which can shake you off, so be careful at all times.



▲ Zero also fires swarms of yellow and blue lasers as he hovers in the air. This drains your energy quickly so make sure you keep moving, using the strafe buttons to avoid being hit.



▲ If Zero lands on the same rooftop as you, get ready to peg it! Zero loves to blast you with poison, so blast away with rockets and your BMF Thunderstrike.

## Forsaken - Babalas Commanders

The complete flying freedom in Forsaken makes it much harder to defeat the bosses. Here are some tricks...



▲ Manmek is tough, so try to attack him from just outside the large room with Transpulse. Maldroid cannot shoot up at you, so hover above him and he'll go down easily.



▲ Hang close behind Dreadnought to avoid his deadly mines. When he exits the circular corridor, shoot the switch to finish him. Destroy all the vicious gun turrets to destroy the giant Battlebase.



▲ Shoot Ramqan as he leaps platforms. When he goes to the central room go and get some items, then activate the four switches to lower the platform in the acid. That should do it!

**Goldeneye 007 - Trevelyan**

The classic Bond adventure needs no introduction as it's the best N64 shooter by a mile. Here's how to take the biggest Bond villains.



▲ At the start, get the Body Armour and kill the soldiers. Stay close to Trevelyan and when he falls to the lower platform, drop down and shoot him. Don't use ladder.

**Goldeneye 007 - Jaws**

▲ Jaws has loads of armour on, so early shots won't even make him flinch. Use stealth and cover for protection and shoot his armour until it's gone. Shoot until he's dead.

**Goldeneye 007 - Baron Samedi**

▲ Forget about killing the soldiers and grab the Golden Gun. The Baron appears three times, once in the main hall, in the starting room and on the lower floor.

**Jet Force Gemini - Mizar**

This colossal game is a beast to complete and the final boss, Mizar, is a real toughie. Just remember where his weaknesses are.



▲ At the start, prepare to side step and dodge the rocks he throws at you. Counter attack with your Machine Gun and Mizar will soon take off. Once in the air the evil Mizar randomly attacks to pound you, so give him a pasting.



▲ Mizar's strongest attack is his green lasers. Keep well away from the green orb at all costs and aim for the coloured box that's on Mizar's back. After you hit him, the box will be exposed, but he's not finished yet. There's more to come!



▲ Now use missiles or rockets to hit his exposed chest. Aim carefully so as not to waste ammo and as his attacks start to intensify, make evasion a priority over attack. You'll have to be very patient.



▲ Soon his wing will be damaged and he'll land on your platform. Now you must destroy his metal claws, then shoot his head. His attacks will be furious, so side step them like mad!

**Lylat Wars - Sarumarine**

Fox McCloud's space quest is one of the N64's greatest shoot 'em ups, but defeating Andross at the end is tougher than old rock cakes.



▲ First of all you must destroy the exhaust pipes. Without these it cannot dive and repair itself. If he does dive, watch out for his ball, chain and explosive barrels on the surface.



▲ Now when you destroy one of his side cannons, he'll try to retrieve it with a crane at the back. Take this out and he can't repair any more. Now blow off the cannons once again.



▲ Once the cannons have finally gone, he will shoot with a rapid fire gun and launch his ball and chain. Let rip with Nova Bombs and use **L** and **R** to dodge his bullets.

**Lylat Wars - Andross**

▲ Shoot his eyes until he rubs them with his hand, then target his palms. If he tries to suck you in, shoot a Nova Bomb to hold off his attack. After the hands, take out the eyes. Now watch as Andross decides to change his form.



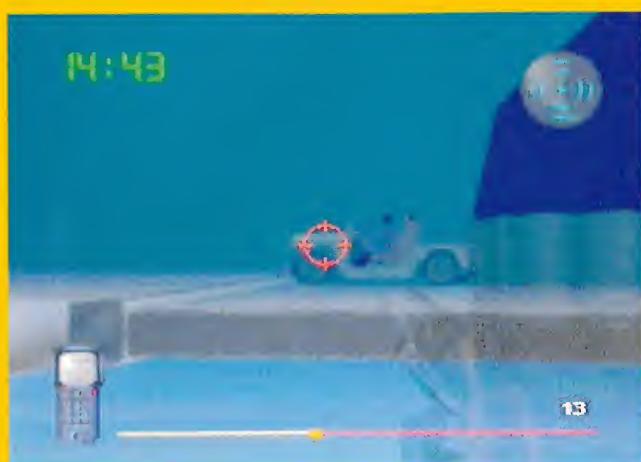
▲ Before he charges at you, let rip with everything you've got to easily defeat the second form. Shoot the brain, first attacking eyes without touching the tentacles they're on. You've nearly busted the brain, but there's one thing left.



▲ When the eyes are gone, all that's left is the brain. Keep your distance or you will be swallowed. Shoot the weak spot at the back of the brain to finish him off. It's easier said than done, but do it and Andross will be beaten. Yippee!

**Mission Impossible - Seller**

Okay, so this isn't exactly the boss, but the elimination of Seller on the Ice Storm level can be tricky, so here's what to do...



▲ After getting rid of the briefcase, change to Dowey. Cap the commandos near the factory, go to the canal bank and use your Uzi on Seller as he drives over the bridge.

**Paper Mario**

Mario gets out on yet another adventure on the hunt for... that's right, you guessed it, Bowser! Let's go and save Princess Peach.



▲ The first thing you should do is neutralise his Star Rod with your Star Beam. Use Mega Smash and Outta Sight whenever you get the chance.



▲ You can also use the upgraded Peach Beam to counter Bowser's Star Rod. Try to involve all of your characters in battle. It takes a while, but Bowser can be cracked.

**Perfect Dark**

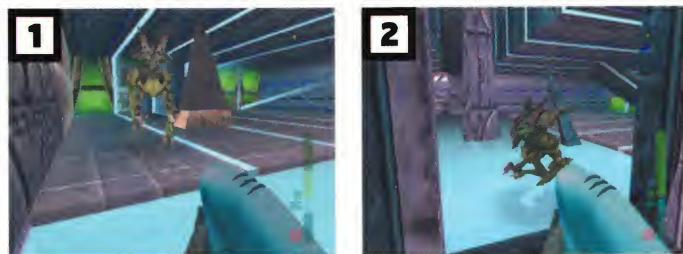
Joanna Dark kicks ass in this classic N64 shoot 'em up. Stealth is essential but sometimes you've just got to shoot from the hip.

**Crash Site - Presidential Clone**

▲ Before jumping down to find Trent make sure you take out every Drone Gun. Blowing them up is easy, just use one round from your SuperDragon.

▲ Once the guns are gone, enter the room to find Trent. Once he's disarmed, follow the President's clone. When he enters the cave, use your night vision.

▲ Stick to the right of the cave and take the third exit you reach. Soon you should see some trees up ahead. The clone is hiding there, so go in and take him out.

**Battle Shrine - Skedar Army**

▲ You will find the army in the last room before the Skedar leader showdown. Lure a few out and wait for them in the hall.

▲ The Skedar always stop before shooting. Wait for them to come to a standstill, then take aim and shoot, but don't get too close.

**Skedar Leader**

▲ Strafing is very important and you must be good at changing your weapons. Your main concern is to miss the rockets.

▲ Smaller Skedar will also be spawned during the battle. When shooting them, do not forget about the leader. Have them all!



▲ Shoot the leader until it stands by the statue. Now shoot the spike off the structure to hit him. When the spike disappears, shoot off the top part to put the alien beast to rest.

## Pokémon Stadium - Elite Four

The Elite Four in Pokémon Stadium proved to be a challenge for even the most experienced Trainers.

Battling their tough squads in 3D for the first time was an awesome experience and if you reached this far you deserve a pat on the back. But putting an end to the Elite Four is tough. Here's how it's done.



▲ Lorelei uses Clefable, Cloyster, Exeggutor, Starmie, Omastar and Articuno. Fighting Pokémon will do well, but back them up with a selection of strong Bug and Electric Types.



▲ Bruno's team consists of Clefable, Muk, Hitmonlee, Machamp, Slowbro and Rhydon. We suggest you use Grass and Fighting Type Pokémon, but you'll also need a Psychic Type.



## Pokémon Stadium 2 - Elite Four

Keeping the Pokémon craze alive and well, Pokémon Stadium 2 is the latest N64 game to star the monsters. Let's battle!



▲ Will uses Xatu, Kadabra, Girafarig, Clefable, Exeggutor and Jynx. It'll be a tough battle, but use Dark, Ghost and Bug Type Pokémon to take him on and you should win easily.



▲ Next up is Koga with her Venonoth, Ariados, Golbat, Gligar, Electrode and a nasty Muk. Your chances of winning will be higher if you use Fire, Ice and Psychic Pokémon, so choose wisely.



▲ Now on to Bruno. Prepare to battle his Machamp, Golem, Kangaskhan, Blastoise, Heracross and Onix. You'll do best with Psychic, Grass and Water Type Pokémon.



▲ The final of the Elite Four is Karen with her Umbreon, Victreebel, Murkrow, Magmar, Gengar and Vileplume. Select Psychic, Ice and Ground Type Pokémon in this tough creature clash.



▲ Finally you've reached the Champion, Lance. He uses a Dragonite, Tyranitar, Charizard, Aerodactyl, Steelix and Gyarados. Use Water, Rock and Electric Pokémon.



▲ Agatha fights with Jynx, Alakazam, Arbok, Gyarados, Venusaur and Gengar. Pack Bug and Psychic Types and an Electric Pokémon will also be handy.

▲ Lance's team includes Arcanine, Snorlax, Lapras, Electabuzz, Charizard and Kangaskhan. For the best chance of winning here we recommend Ground and Fighting Types.



▲ Your final Rival battle will be against an Exeggutor, Slowbro, Ninetales, Clefable, Electabuzz and Pinsir. We recommend you use Bug, Fire and Rock Types to win.

## Quake 2 - The Four Guardians

Of all the horrid beasts in Quake 2, the Four Guardians made even the bravest tremble with fear.

► The winning tactic is to weaken the Guardians first, then use Rockets or the BMG to finish them off. The final Guardians can fly so use the pillars for cover. Pop out, fire and then hide.



## Resident Evil 2

This is one game we didn't like to play at night, especially when you meet the Giant Crocodile and the gruesome G-Virus monster.

### Giant Crocodile



▲ Shooting this beast with your weapons won't do a thing. You must release the gas cylinder on the wall and wait for him to get it in his mouth then shoot it. BOOM!... no more crocodile!

### G-Virus Monster



▲ There aren't any special tricks to killing this demon. Just run away to get some space, turn and shoot while he approaches. When he gets close, run again. Empty your ammo and he'll die.

## Shadows of the Empire - Bobba Fett

The first N64 Star Wars game had a great variety of missions including tough battles with Bobba Fett and the Gladiator Droid.



▲ First Bobba fights on foot. Strafe and jump to avoid his missile attacks. Stop and fire when you get the chance or when he jets towards you. Run away if he gets too close.

▲ If he jets up, get out of sight. Leave your cover for brief intervals to shoot up to him and lure him back down. If you need health, there are loads on the canyon floor outside.

▲ When he retreats to his ship, go underneath where you will be safe. Now use your Plasma or Seeker Missile gun and shoot the jets. Slave 1 will be defeated in no time.

## SOTE - Gladiator Droid



▲ Stand behind him where he will not be able to hurt you. Touching him also won't hurt so stay close and shoot away. Don't use your big guns on him yet.

▲ He'll soon lose his legs. Now it gets tough. Stand on the central podium in the arena and shoot him with Seeker missiles and Disrupters. Jet up to avoid his nasty attacks.

▲ Now go for the head. Stand under him and shoot up at the droid with the Flamethrower. You'll probably lose a couple of lives this way, but he will soon die.

## Shadowman - The Legion

Anyone who managed to get to the end of this super tough game should consider that an achievement in itself. Now for the end boss...



Here, Luke. You should have known I'd always be there for you, bro...

▲ In this cutscene you meet Luke. But wait, this isn't Luke at all, but the evil Legion in human form. Unfortunately, you only find this out when Legion starts attacking you.



▲ For the first stage of this battle you will need to use your Shadowgun or Violator. Strafe frantically to avoid his attacks and keep blasting away in his direction.



▲ He will soon fall, but it's not over yet as he starts to evolve. You will be safe if you stay on the top level, so continue blasting with your Shadowgun and cap his ugly ass until he dies.

## South Park - Ultra Mega Mega Man

South Park is a great shooter with all the humour of the TV series, but you won't be laughing when you get to Ultra Mega Mega Man!



▲ Get out your Fart Dolls and throw them at the 'M' on his chest or the batteries on his back. This will weaken him quite quickly. When he's weakened he'll try to recharge.



▲ The battle will never end if you don't do something about the recharging machine. Use your Sniper Chicken to shoot the red button and deactivate it.

► Now use your Fart Dolls again to keep swatting him on the chest. If you make sure he doesn't get to recharge, his energy will be drained and the South Park clan will be victorious. Now that's sweet!



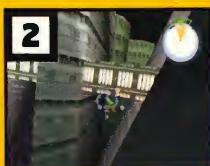
## Star Wars Battle for Naboo - Darth Maul

How well can you fly the Naboo N1 StarFighter? You'd better be pretty damn good because you got to chase Darth Maul.

Strap yourself in and prepare for a sci fi dogfight against one of the toughest Star Wars baddies in existence.



▲ Darth Maul heads clockwise around the city, making changes to the routes he takes each time. In the trenches, you'll have to use your radar to find him.



▲ The buildings are very large and there's not much space between them. You will have to be extra skillful when chasing Darth Maul through streets like this one. But don't slow down!



▲ You'll also have to avoid the small mines. They will do loads of damage if they catch you. Keep firing at him on long straights, and soon he will be down!

**Super Mario 64 - Bowser**

Still considered by many to be the best game of all time, Super Mario 64 sent the hero plumber on another Bowser bashin' quest. Use these tactics against lizard breath and you'll save the day.



▲ Once you have 70 Stars you will be ready to take on Bowser in his third and final lair. You will have used the winning tactic before so grab his tail, swing him around and lob him onto one of the mines three times.



▲ If you miss the mine, be sure to jump the shockwaves he produces when he jumps back up. Bowser will also launch fire attacks on Mario, so get ready to leg it. After two hits he will break off sections of the arena. One more hit will do it!

**Super Mario Advance - Wart**

Mario's first adventure on Game Boy Advance is a port of the classic Super Mario Bros. 2. Wart returns with all his nasty minions on the small screen, so let's whip that ugly toad!



▲ Wart's main weapon is a bubble machine. Stand and wait on the platform to the left. This is a safe distance from Wart's attacks and you can jump to avoid any bubbles he decides to launch at you.



▲ While dodging the bubbles, wait for the machine to spit out a vegetable. Now run and catch it without getting hit, and jump over Wart's head to land on the platform behind him. He's nearly a goner!



▲ Just wait there until Wart opens his mouth, then quickly throw in the vegetable. Wart won't like it at all! Keep repeating this move a few more times to see off the repulsive frog and end your quest!

**The World Is Not Enough - Renard**

The Meltdown level in TWINE is really tough and it's very easy to end up lost. Killing Renard is not that hard, but finding him is!



▲ After emerging from the water, eliminate all the bad guys then go to the far end of the corridor. Use your Grapple Watch to get up the shaft that's above your head.



▲ Continue along the next corridor, looking at the roof all the time. At about halfway along you should spot another shaft. Reach it with the Watch Grapple.



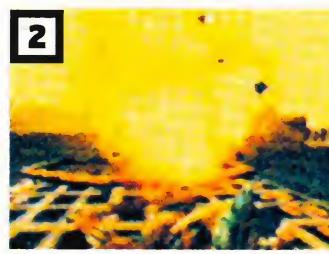
► In the next room you will see Renard in a glass tube. Now that you have found him, all you have to do is flick the switch in this room to see Renard skewered. Good work Mr Bond.

**Turok Dinosaur Hunter - The Campaigner**

It's not just the dinos that are hard in this game. The Campaigner is the final boss and he will definitely give you a run for your money.



▲ The Campaigner can teleport behind you and swipe you with his stick when he gets close. He can also shoot small projectiles at you and conjure up flames.



▲ He is one lethal mother so keep moving. Use the Chronoscepter, which should deplete over half of his energy, then use your Auto Shotgun for the finish.

## Turok 2 Seeds of Evil - Queen Mantid

The second title in the Turok series increased the difficulty even more than before. With the likes of the Queen Mantid and the Primagen in the game, Seeds of Evil was rock hard.



▲ Firstly, use your Grenade Launcher and shoot her forearms. One good shot should take them out instantly. Now whip out your Shredder and use it to hit her backside. She won't like that!



▲ Get rid of some of the Mites with the Flamethrower. You now need to take out her arms. The Firestorm Cannon does the job well and then finish her off with your explosive Shredder.



▲ He can also fire a shot similar to the PSG. Shoot his arms to stop this attack. His arms are his weak spot but can only be damaged when he is preparing an attack. They will start to flash when hurt.

## Turok 2 Seeds of Evil - Primagen



▲ Those Mech Flyers can be a real pain, so take them out with the Nuke. Primagen has tentacles that need removing so use the explosive Shredder first, then pump his arm with lead from your Firestorm Cannon.



▲ Finish off his head with whatever ammo you have left and when the Primagen hides, stay out of the centre of the arena to avoid being bombed. But keep central towards the end so you aren't pushed off to your doom.



## Turok 3 Shadows of Oblivion - Turok



▲ Turok has got a lethal Firestorm Cannon that will take you out real quick if you're not careful, so make sure you're constantly on the move. He only shoots from a distance, so run towards him and he will turn and leg it.



▲ While running behind Turok, use the Shredder or Napalm Cannon to shoot him. He is quite hard to hit, but you must never stop to aim or he will get the distance he wants and shoot you. Be careful!



▲ You shouldn't have to worry about ammo because you should have grabbed some just before the battle, so keep blasting away until he's weak. Finish off Turok with the PSG and you're all done!

## Turok 3 Shadows of Oblivion - Oblivion

Although the levels themselves are easier in the third Turok title than in previous instalments, the bosses still pack a punch. Now the time has come to go and end Oblivion's reign of terror.



▲ Oblivion has several attacks to watch out for. The blue arm fires plasma balls which are easily avoidable, while the other arm rapidly fires bullets. These are harder to avoid, so try jumping as you strafe.



▲ When he claps his hand above his head, retreat and start strafing because he's about to shoot a huge lava ball your way. This is very difficult to dodge and will cause a lot of damage.

## Yoshi's Story - Baby Bowser

Bowser has always been the ruthless villain that he is today, even when he and Mario were in nappies! But Mario's dino pal, Yoshi, can teach the little brat a serious lesson. Let's go!



▲ Be careful of the bombs floating down from the ceiling. You can hurt Bowser in two ways. Either pound the floor to make the spike hit his head or fire Eggs and make them explode next to his head. Keep repeating until he bites the dust.

**Zelda Ocarina of Time - Giant Dodongo**

Each dungeon in this huge Zelda quest features a final boss with attitude. But no matter how big they get, Link is up for a ruck!



▲ This boss is massive! Dodongo has two attacks. Firstly he curls up into a ball and rolls at you, so stand to one side. The other attack is his fire breath.



▲ To kill him, you will need to wait for him to take in air as he prepares his fire breath attack. While his mouth is wide open, grab a bomb and chuck it in.

**Zelda Ocarina of Time - Ganondorf**

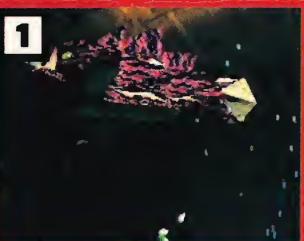
▲ Go to one corner of the room with your sword at the ready. When he shoots at you, use your sword to bat it back. Play this tennis game with him until you hit and stun him.



▲ Now quickly shoot Ganondorf with a Light Arrow to paralyse him and then jump onto his platform. Hit him with your sword and repeat the move five times to defeat this evil villain.

**Zelda Majora's Mask - Gyorg**

With the ability to change your form and gain skills using the masks, it takes that little more thought to figure out how to whip these bosses.



▲ From the raised platform, target the fishy beast with you Boomerang. Throw it at him and if you hit Gyorg correctly he should be stunned. Now turn into Zora Link and dive underwater.



▲ You will have to be very quick. Activate your blue energy shield and swim straight into him to do some damage. If you need health, there is some underwater, but it's hard to get to.

**Zelda Majora's Mask - Twin Mold**

▲ This fight will be loads easier if you get some Romani Milk that gives you unlimited magical power. Right at the start, put on the Giants Mask to make Link big enough to battle this monster.



▲ To defeat each of the Twin Molds you must cut away at their head and tails. You will not be able to use **Targeting** and don't stand too near him when he's burrowing or you'll be sucked in.

**Zelda Majora's Mask - Skull Kid**

▲ This fight is easy with the Fierce Deity Mask so if you have it, put it on and keep chopping him until he dies. Without it you're in trouble. Hit the first form on the back and use arrows on the Masks.



▲ You will need to paralyse the second and third forms with arrows and hit him with your sword. Use your shield for cover, especially against the tentacles in the third stage. Victory will be yours!

**Still Stumped?**

If there are any bosses who we did not cover that have you totally stumped and pulling your hair out, jot down your problem on a piece of paper and send it in to 'Most Requested' at the usual Nintendo Official Magazine address.

Whether it's N64 or Game Boy queries you are stuck on, we are here to help, so get scribbling Nintendoids!

**Zelda Ocarina of Time - Evil Spirit Ganon**

▲ This battle is nearly impossible without the Biggoron Sword, so make sure you have it. Get out your Light Arrows and shoot him in the face when Ganon decides to drop his guard.



▲ Now that he's stunned, go behind him and swipe his tail with your sword. If you run out of arrows you'll have to do this without stunning him. Repeat until he hits the deck once and for all.

The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or you can e-mail us at [dominic.wint@emap.com](mailto:dominic.wint@emap.com)

We dish out top Nintendo prizes for the best letters and stuff we really like, so it pays to get your letters in. A big thank you goes to Activision who supplied the goodies this month.

ACTIVISION



# Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Your letters ✓ Bowser's Prison ✓ Game or lame? ✓ Mario's Hotline

We've had more letters than ever for this issue's Club Mario and you certainly know how to express yourselves. Let's go and see what Rich and Tim have got to say on the subjects of your choice. As usual, take it away fellas, but this time don't be too sarcastic!



## MARIO'S WINNER!

"I am planning to keep my N64 when I get a GameCube because I know loads of people who kept their Super NES when they got an N64. Anyway, I'd never sell any of my Nintendo goods even if I become bankrupt because Nintendo produce the best consoles ever made."

Alex Picken, Devon

■ Nice one, Alex. We admire this kind of dedication to the Nintendo cause. Even we would consider selling our consoles if we went bankrupt! **Tim**

"I don't know why people sell their old consoles. I still have my trusty Super NES and I don't intend to get rid of it. The graphics may be outdated but the gameplay is leagues ahead of some of the games released on today's machines."

Richard Errington, Doncaster

■ For the money you get for selling old consoles, you might as well hold on to them. **Rich**

■ There are still some stunning games on the older systems. We still love the NES. **Tim**

"I've just sold my N64 and I'd like to say how gutted I was when I handed it over! Three years of Nintendo magic gone! I need the money for a GameCube. Though I can turn to my GBA for comfort."

Owain Reed, Drybrook

■ Hopefully you'll be able to save up some more money and buy another N64. We hate to see a downhearted Nintendoid, Owain. **Rich**

"I'm not tired of movie/game tie ins. I know some turn out rubbish, but a lot are great. I think movies like Gladiator and Gone in 60 Seconds should be made into GameCube games. Of course, Perfect Dark should be made into a film starring Carrie-Anne Moss."

Thomas Laurance, Suffolk

■ Carrie-Anne Moss as Jo Dark? It's the stuff dreams are made of. **Tim**  
■ Gone in 60 Seconds would make a great game for GameCube. It would be a lot like Driver though, with some great high speed chases. **Rich**

## MARIO'S WINNER!

"My cousin says that Nintendo Official Magazine is only for boys, but I love it and, unlike him, I have every issue. I will always stick by NOM."

Sarah Larter, Surrey

■ We've never said that the mag is just for boys. Anyone who's interested in Nintendo is welcome to read NOM. **Rich**

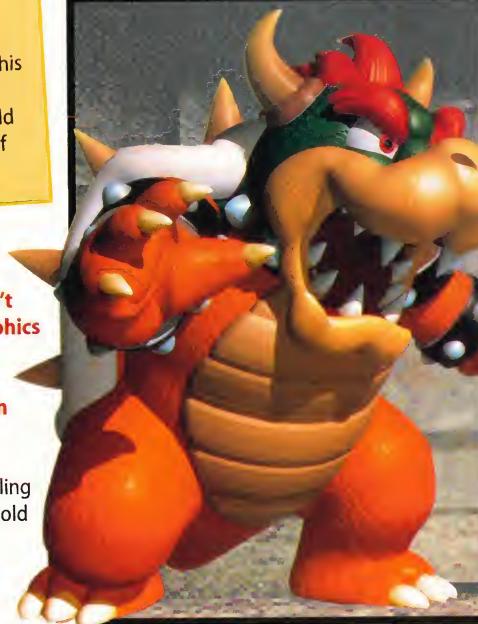
■ Are there any more females out there frustrated by this sort of horrible discrimination? **Tim**

"Is there going to be a Command and Conquer game for GBA or GameCube, because it would be ace if there was."

Brian Money, Hampshire

■ No word on a Command and Conquer game as yet, but there's Advance Wars and Mech Platoon on Game Boy Advance, both of which are good games. **Tim**

## Bowser's Prison



If you had to do time in Bowser's Prison, what three N64 games would you take with you? Send in your list of three games and why you'd take them and you might be banged up with the ultimate bad boy, Bowser. But please note, you must send a photo with your Bowser's Prison entry. No photo, no entry. Sorry!

### Paul Woodhouse

My three games would be...

(1) *Pokémon Stadium 2*

Why? Because I love Pokémons and need to battle it out to keep boredom away.

(2) *Banjo Toie*

Why? Because I really like the bear and bird. They make a great team against Gruntilda's minions.

(3) *Zelda Majora's Mask*

Why? Because I am a huge fan of Zelda and I love getting my head around puzzles.



Mark your entries 'Bowser's Prison'.

## Mario's Hotline



Don't bottle it all up, give Mario's Hotline a ring and get it off your chest. Don't forget, you must leave your name and telephone number...

"N64 has loads of good games. What's all this talk about it going downhill?"

Daniel Declorey

"Soul Calibur 2 has the most awesome graphics I've yet seen for GameCube."

Adam Curse

"Link what's happened to you? Why are they doing this?"

Lee Heedon

"I think it would be great to train Pokémons while fighting them in 3D on Pokémons Stadium 2. What d'ya think?"

Nathan Quinn

"I want a GameCube now! I've seen the screenshots and it looks absolutely amazing!"

Anon

"I've completed Mario Kart on GBA and I think they should make a sequel to it with new tracks and characters."

Paul Arnold

"The new Zelda is unique, I'm sure it will be great!"

Oliver Prier

**020 7880 7414**

"I've seen the portable LCD screen for GameCube and I think it makes it look like a toilet. But will it be available on launch day and how much will it cost?"

Stephen Greaves, Derbyshire

■ We've seen the screen and don't really know what to think. **Rich**  
■ We don't even know if it will get a European release. **Tim**

## Blag Fest Answers

### Blag Fest November 2001

#### Loadsa Link

(A) The Temple of Seasons

#### Use the Force

(B) Darth Vader

#### Denim Delight

(A) Cotton

#### Into the Unknown

(A) Molly

"I was wondering if there will be any more Pokémons roadshows because I am a big fan of Pokémons."

Ben Burgess, Manchester

■ We really enjoyed the Pokémons tours and we'd love to do another, but we haven't got round to planning one yet. You never know... **Tim**  
■ Make sure you keep those Pokémons in shape, 'cos you never know when we'll strike next! **Rich**

"What happened to Saffire for GameCube? Since issue 93 we haven't heard anything about it. It looked wicked, so tell us what we want to know! Is it still a title?"

Liam O'Toole, Alderney

■ Unfortunately, we've heard no more news on this little baby. **Rich**

### MARIO'S WINNER!

"We were clearing up and we found a dual screen Game & Watch Mario Bros. game. It is everything a game should be, addictive, simple and loads of fun. Even though GameCube is just a few months away, Nintendo still has a past that no one else matches."

James Stace, Northampton

■ We love the old Game & Watch games in the NOM offices. Even though they're ancient, they still have fantastic gameplay and that's what counts. It was Tim's first game y'know! **Rich**

"I'm desperate to play the GameCube! The graphics are better than the PS2. Man, the PlayStation 2 is a joke compared to the GameCube! I've been trying to convince my mate Steve at school that the GameCube rules and the PS2 doesn't."

Stewart McQueen, Milton of Campsie

■ Steve, believe us. The GameCube rules. Pack away your PS2. **Tim**

### Mario's Hit List

**Do you want to see your letter in Club Mario? Are you lost for a hot topic? Why not tackle one of these subjects...**

- Doom's great, but would you prefer to see more original titles on the Game Boy Advance?
- Have any of you imported a GameCube? What do you think?
- The past six months have been a triumph for the GBA. What's been your favourite game?
- What's the first GameCube title that you'll be buying?

## Game or lame?

A game has got to start its life somewhere and it usually starts with a great idea. If you think you've got a top plan for a Nintendo game, then why not jot it down and send it in to Game or Lame? Include any artwork and a picture of yourself and we'll show the world what you can do.



**Name**  
**Game name**

Muhammad Daras  
Growlser's Startling Return

### What's it about?

Bowser's childhood friend has returned to Mushroom Kingdom. This time he's the villain and he's kidnapped poor old Peach again.



### Who's in it?

Growlser, Bowser, Princess Peach, Mario, Luigi and Toad as well as tons of Growlser's henchmen who want to get in your way.

### How does it work?

You have to take control of Mario, Luigi and Bowser! The big oaf is only on your side because he's jealous of his friend and wants him out of the way. You must work your way through the levels and find Toad to develop unique special attacks. The last level takes place in a shadowy dungeon where you must find and defeat Growlser.

### NOM thinks...

The thought of Mario teaming up with Bowser is a strange one, but we reckon this could work. Even the prospect of a double crossing twist at the end where you can beat up Bowser makes this a winner.



We met up with 50.Grind and went behind the scenes of the video for their Christmas single, *Gotta Catch 'Em All*. Check it out...

Send all your Poké stuff to:  
Pokémon Centre,  
Nintendo Official Magazine,  
Angel House, 338-346 Goswell  
Road, London EC1V 7QP.

## Who are 50.Grind?

The members of 50.Grind come from all four corners of the country and they're ready to storm the charts.

Nat the singer and Harry the bassist are both still studying at university, while James the guitarist, Dusty the drummer and John the DJ have all recently left. Now it seems fame is beckoning.

### 50.GRIND



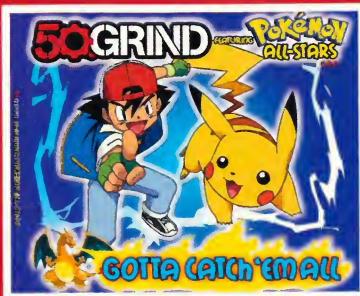
▲ Meet the members of 50.Grind, the stars behind *Gotta Catch 'Em All*. Will it be sitting at the top of the charts this Christmas?



## Pokémon for number one!

The single should be out on the shelves now and is a hot favourite to make it to the top spot at Christmas.

The song is a hard rocking slab of Nu-Metal and features a video starring the band and some Pokémon from the TV series. We caught up with Nat, the band's singer, for an exclusive interview.



▲ Look out for this cover in all good stores.



▲ The band's singer is Nat and his favourite Pokémon is tough cookie, Feraligatr. He's rock hard!

## Meet Nat



**Nat is the band's front man and we had some tough questions for him...**

**Q** **NOM:** "What's with the band name, 50.Grind?"

**A** **NAT:** "The music we are creating is high energy that goes down well with surfers and skateboarders. Two of the guys in the band are skaters and I'm a body boarder. 50.Grind is a skateboarding move and it's one of the hardest you can do. That's why we're called 50.Grind."

**■** The band members are keen skaters



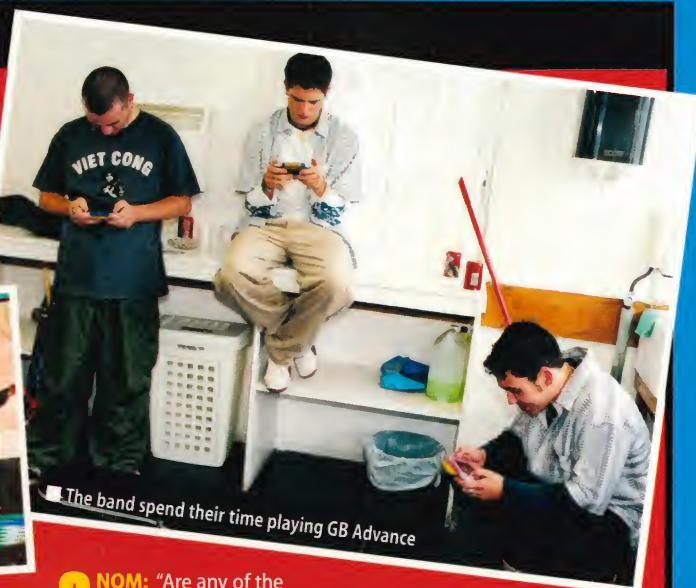
**Q** **NOM:** "How did the band come together originally?"

**A** **NAT:** "We got together through our management company. I met Dusty and James, the lead drummer and guitarist, and we found we were on the same musical wavelength. They're into a big rock sound,

with heavy guitars and big drums, and I'm into that too. We then auditioned for a bass player and DJ, and found Harry and DJ Locust - or John to his friends. We're into the same things, so it was logical we stayed together."



**■** The band's video is great to watch



**■** The band spend their time playing GB Advance

**Q** **NOM:** "Are any of the band gamers?"

**A** **NAT:** "We've all got a Game Boy Advance and as kids we all had Game Boys and things like that. We've been getting into the Pokémon games and playing them like mad."

**Q** **NOM:** "Can you tell us who is your favourite Pokémon?"

**A** **NAT:** "My favourite Pokémon is Feraligatr, the big jawed Pokémon that tears enemies to shreds. It's a bit gruesome, but he's very cool!"

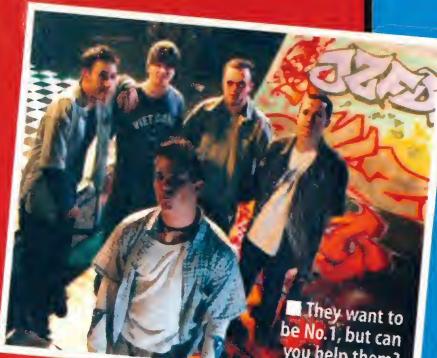
**Q** **NOM:** "Can fans catch you on TV over the coming weeks?"

**A** **NAT:** "Our video is on The Box already and it's already doing pretty well on there. We've just done Pop World and we're hoping to do things like CD:UK and Top of the Pops too, depending on how well the single does."

**Q** **NOM:** "What would it mean to you to go to number one?"

**A** **NAT:** "That's what we're gunning for! The whole Christmas number one battle is between

**Michael Jackson, Robbie Williams, Cliff Richard and us, 50. Grind. That's pretty amazing because those artists are established and selling millions. And just to be mentioned with those people is an honour."**



**■** They want to be No.1, but can you help them?

**Q** **NOM:** "Are there any plans to release any more Pokémon related songs?"

**A** **NAT:** "This is probably going to be a one off. The song is going to be on the TV cartoons in 42 different countries and it may well appear on upcoming Pokémon games, so the song is still going to be around. But if an offer comes through the post we'll definitely think about it."

**Nintendo®**  
OFFICIAL MAGAZINE

### Who does what

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Everything we write is based on our own opinions. The information we use comes from the companies, or is correct to our knowledge. News previews and release dates are based on information we found to be true at the time of going to press.



**emap active**

# BLAG FEST

We're giving away a TV, DVD player and Driven all in one neat package. Plus, there's a shedload of Lord of the Rings toys and five Michael Owen football games to win.



### Gogglebox greatness

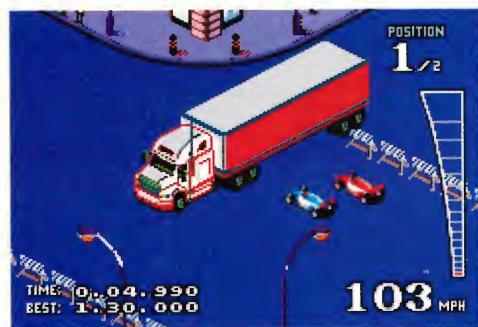
With this stunning Hitachi 28" wide screen TV, your favourite N64 games will look better than ever. With an awesome DVD player and Driven to play on your Game Boy Advance, this is one cool package. Thanks to our cool mates at BAM! Entertainment you can be in with the chance to win this heavenly prize. Just answer this simple question to be in for a shout of winning these amazing goodies...

**Q** What kind of vehicle do you control in Driven?

- A** Milkfloat
- B** Indy Car
- C** Reliant Robin

## DRIVEN

*What drives YOU?*



▲ Prepare yourself for some high speed Indy Car action on your GBA with this ace competition.



▲ You'll need a mint racing line if you are to get anywhere near the front of the pack.



### Lord of the Figures

The Lord of the Rings is undergoing a huge transformation from a book into a movie this Christmas and at last we can finally see what the cool characters actually look like. Thanks to our top friends at Vivid Imaginations one lucky reader can find out just how cool the characters really are and relive the magic of the film in your own home. All you have to do is take a pop at this little brain teasing question...

**Q Who wrote Lord of the Rings?**

**A JK Rowling**  
**B Jaime Theakston**  
**C JRR Tolkien**



▲ You'll be able to relive the best moments from the first film.



▲ There is no doubt these Lord of the Rings figures look ace.

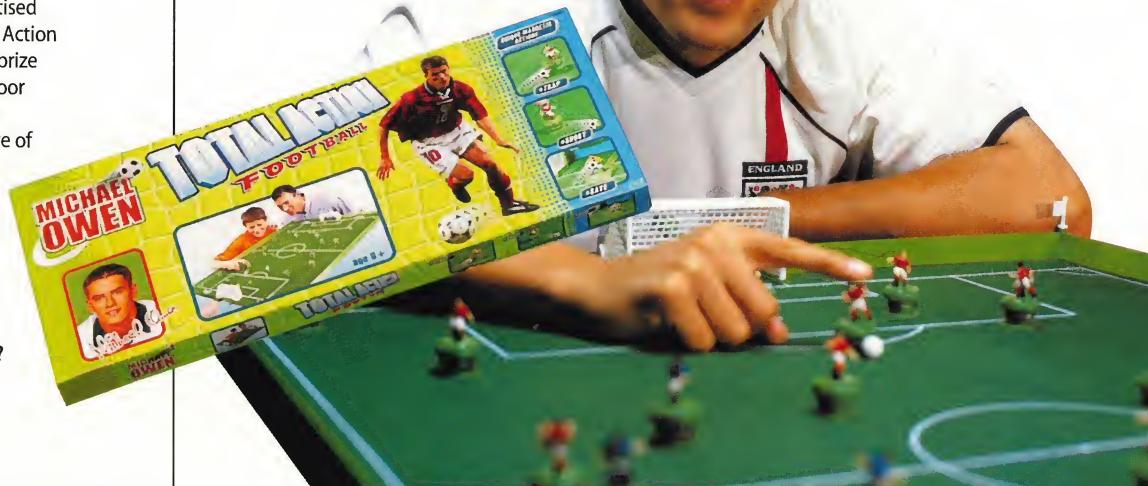
### Fab Footy Fun



Michael Owen is one of the best footballers in the world and you can rejoice as he's released his own table top football game, complete with two teams of magnetised miniature football figures. This Total Action Football game could be the perfect prize this winter as now you can have indoor footy fun without catching a cold or getting covered in mud. We have five of these great games to give away thanks to our pals at Vivid Imaginations. So to be in with a chance of winning one, see if you can get this question right...

**Q Which Premier League football team does Michael Owen play for?**

**A Liverpool**  
**B Arsenal**  
**C Manchester United**



### How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address: *Nintendo Official Magazine*, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
- 4 Lick a stamp, stick it on your entry and post it.

**The closing date for all competitions is 14 January 2002.**

# Nintendo news

We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

## GAMECUBE

100 Marios p88  
GameCube US launch p94  
Games for 2002 p86

Simpsons Road Rage p90  
Smash Bros. Melee p84

## GAME BOY ADVANCE

GBA game price drop p94  
Golden Sun p92  
Klonoa p93

Sabre Wulf p92  
Super Mario Advance 2 p88

# Super Smash Bros. Melee

## Game Info

By: **Nintendo**  
Type: **Beat 'em up**  
Release: **TBC**



▲ Luigi is one of Super Smash Bros. Melee's hidden stars, and even Link has trouble against his powerful attacks.



▲ Yoshi will even be able to spit out eggs, just like in the original Super Smash Bros.

It's one of the most loved N64 titles and the sequel is coming to GameCube. Just check out these new shots!

Super Smash Bros. Melee once again sees you battling it out for victory with Nintendo characters, old and new, in arenas plucked from the Big N's galaxy of hit games.

This dazzling new fighter will feature some awesome stages including a hidden Subcon level from Super Smash Bros. 2.

Nintendo has also hinted at some fantastic secret characters including such famous faces as the evil Ganondorf, Falco from Lylat Wars, Jigglypuff, Dr Mario and one called Mr Game & Watch.

The game plays the same as before, where you have to beat up fellow Nintendo stars. When their score exceeds 100%, they can be knocked right out of the arena, losing a life.

We'll be revealing more in our in depth preview next issue, but until then check out these sumptuous screen shots. We've played it and Melee is shaping up to be yet another Big N hit.

▼ Zelda maybe a lady, but as Sheik, even Mario takes a rotten pounding.



▲ Doesn't she look beautiful? Princess Zelda will even star in Super Smash Bros. Melee alongside the Big N's male stars.



▲ You'll even see Samus Aran, the star of Metroid, in the game's movie introduction. Go on, blast that fiend!



## We think...

The original is a classic, but just you wait for the sequel. Nintendo fans have never seen anything like it, with a line up of classic characters and mouth watering locations to battle across. Expect a full preview of Melee in our next issue. Until then, fight fans!

▲ Melee will star some classic Nintendo characters and they each have their own arena where you can battle. Nintendo has certainly pulled out all the stops.



# THE BEST GAMES OF 2002

## Eternal Darkness

### Why it will rock

The makers have gone to extraordinary lengths to make a slick adventure that offers gamers a truly adult storyline and a playing experience that scares, challenges and shocks. Travel through time and take down those monsters!



## Kameo Elements of Power

### Why it will rock

Rare is cooking up an adventure that features a lead character that can take on the powers of wild beasts, making this a hard edged Pokémon style adventure. It will even include an innovative combat system where you can morph into the creatures.



## Galleon

### Why it will rock

The man behind this epic Jason and the Argonauts style adventure is the same person who created Lara Croft. Expect a sprawling adventure offering equal parts puzzle solving and fighting, oh, and lovely damsels in distress.



## Resident Evil

### Why it will rock

The first of Capcom's six exclusive Resident Evil GameCube titles. And rather than a rehash of the original game this will have new scenes and new puzzles, all wrapped up in benchmark graphics that must be seen to be believed.





## Sonic Adventure 2 Battle

### Why it will rock

Sega's blue hedgehog starring platform adventure will play at a breathtaking speed. A two player battle mode has been added and the title will even interact with the Sonic game that is due out on Game Boy Advance early next year.



## SSX Tricky

### Why it will rock

The combination of a foot tapping soundtrack, immense courses with multiple shortcuts and a deep and intuitive trick system make SSX Tricky an extreme sports dream. With 1080° Snowboarding 2 due out too, it's gonna be close.



## Super Monkey Ball

### Why it will rock

Soon all games will feature monkeys in balls, and why not? Because when it comes to arcade perfect gameplay and super playable multiplayer modes, this game is right up there with the very best. Super Monkey Ball will be a classic.



## Soul Calibur 2

### Why it will rock

Forget getting your hands dirty, Soul Calibur is all about how you handle your weapon. The sequel will feature brand new characters, plus all the favourites that made the original such a hit. At last, a Nintendo fighter that looks the business.



## Starfox Adventure Dinosaur Planet

### Why it will rock

A joint Nintendo and Rare project that's going to drag Fox McCloud into the 21st Century. Expect a Zelda style adventure, loads of your favourite Starfox characters and, of course, the chance to pilot the Arwing into outer space.



## Tony Hawk's Pro Skater 3

### Why it will rock

He's God on a skateboard and he's coming to Nintendo's super console, this can only be a good thing. After playing it all we can say is, oh my God. It's the same gameplay, but now on courses that are full of life and truly interactive.



# Super Mario Advance 2

## Game Info

By: **Nintendo**  
Type: **Platform**  
Release: **TBC**



▲ Mario can fly over levels with his cape.



- Best adventure
- Super NES classic
- Perfect conversion

Fans of the classic Super NES title, *Super Mario World*, should rejoice with the forthcoming release of *Super Mario Advance 2* on Nintendo's 32 bit handheld.

Unlike the original *Super Mario Advance* title, this one will be a near perfect copy of the classic Super NES game, *Super Mario World*, keeping all of the elements that made it such a winner.

All the cool details will be included, like Mario's flying cape and, of course, that loveable dinosaur, Yoshi.

You'll have to battle your way across the game's seven worlds, defeating Bowser's evil children, the Koopalings, and eventually rescuing Princess Peach from Bowser himself.

◀ Kill these bony beasts and their bodies will regenerate. They're evil!



◀ On some stages you'll have to swim underwater to find the goodies.



▲ The second game will include more multiplayer modes.

◀ The American footy enemies are very hard to defeat.

## We think...

The first GBA *Mario Advance* game took its lead from the worst in the series, but this should be infinitely better. *Super Mario World* is the best of the series and should make a cracking game.

## Game Info

By: **Nintendo**  
Type: **Adventure**  
Release: **TBC**



▲ The 100 Marios demo was hilarious.



# 100 Marios

Shigeru Miyamoto is still working on a game based around the 100 Marios demo previewed at Space World 2000.

Shigsy made the revelation in an exclusive interview with a new Japanese gaming magazine, Dengeki GameCube.

Up until now, the 100 Marios project was only believed to be a framework for the *Pikmin* game engine, but all that is set to change now.

Mr Miyamoto also stated that at least one Nintendo in house GameCube title would be released each month for the new console.

This means there will be at least one awesome new game to look forward to each month!

◀ Mr Miyamoto didn't reveal how the new Mario game would look or play, but we have every faith.

► It was believed that the Mario demo from Space World was the basis for *Pikmin* on GameCube. Not so, apparently.



## Game Info

By: **Nintendo**  
 Type: **Handheld console**  
 Release: **2002**

# Pokémon Mini

● US launch ● Great success ● Coming soon

The Pokémon Mini console, previewed at the Nintendo Show earlier this year, has been released in the US.

The revolutionary new Nintendo machine uses the smallest game cartridges ever seen and will come in three Pokémon themed colours, Chikorita Green, Wooper Blue and Smoochum Purple.

Four games will certainly be available for the system, Pokémon Party Mini, Pokémon Pinball Mini, Pokémon Puzzle Collection and Pokémon Zany Cards and the machine should hopefully arrive in the UK early next year.

The machine uses a tiny AAA battery that can last for up to 60 hours and comes with a rumble feature and a movement sensor. The machine is priced at \$39.99 (roughly £30) with the games coming in at \$11.95 (about £10).



## We think...

This is the perfect accessory for your Pokémon collection as the titles are all conversions of Poké video and card games. Get your orders in early, this will be big.

### Top Tones....

Robbie • Something Stupid	61385	Afro Man • Because I Got High	61223
So Solid Crew • They Don't Know	61258	Geri Halliwell • Calling	61398
S Club 7 • Have you ever?	61369	Destinys Child • Emotion	61264
Steps • Words are not enough	61409	DJ Otzi • Hey Baby	61220
Kylie • Can't Get U Outta My Head	61175	Five • Rock the Party	61428

### Pop Tones

61211 Uncle Kracker • Follow Me	60047 Bob the builder • Mambo no 5
61416 Kate Winslet • What If?	61052 Shaggy • Dance and Shout
61225 Britney Spears • I'm a Slave	61425 Emma Bunton • Not gonna sleep tonite
61412 All Star lineup • What's goin on?	61253 Jennifer Lopez • I'm Real
61004 Pink, My etc. • Lady Marmalade	61400 Liberty • Don't
61027 Robbie Williams • Eternity	61053 Atomic Kitten • Eternal Flame
61193 Steps • Chain Reaction	60128 Gorillaz • Clint Eastwood
61194 Alien Ant Farm • Smooth Criminal	60185 Shaggy • Angel
61431 Samatha Mumba • Lately	61417 Michael Jackson • Cry
61374 Atomic Kitten • You Are	61211 Uncle Kracker • Follow Me
60163 Wheaties • Teenage Dirtbag	61243 O Town • We fit together

### Dance

61287 io • Rapture	61377 Baba Sparxx • Ugly
61424 PPK • Resurrection	61285 Blu Cantrell • Hit 'em up style
61116 Superman Lovers • Star Light	61198 City High • What would you do
61214 Jean Jaques Smoothie • 2 People	61384 Wydell Jean • Wish you were here
61273 Dreem Team • Ain't Enough	61399 Janet Jackson • Son of a Gun
61074 So Solid Crew • 21 seconds	61050 Wydell Jean • Perfect Gentleman
61235 The Streets • Has It Come To This	61037 Destinys Child • Bootylicious
61381 Riva • Who do you love now	61278 D12 • Fight Music
61005 Pied Piper • Do you really like it	61016 Usher • You Remind Me
61286 Daniel Beddingfield • Gotta get thru this	61067 Missy Elliot • One minute man
61231 Ms-Teeq • One night Stand	61043 D12 • Purple Hills
60169 Craig David • Fill me in	60034 Eminem • Stan

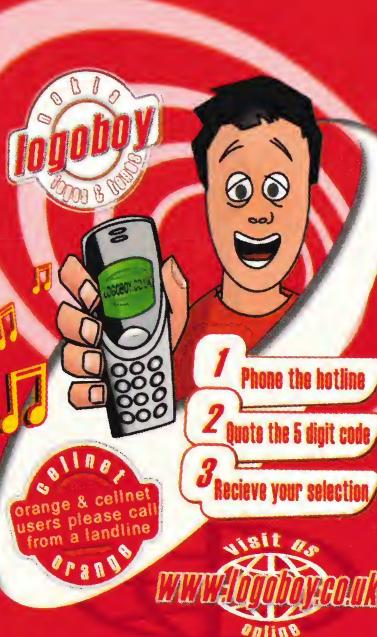
### R'n'B

61377 Baba Sparxx • Ugly	61285 Blu Cantrell • Hit 'em up style
61198 City High • What would you do	61198 City High • What would you do
61384 Wydell Jean • Wish you were here	61384 Wydell Jean • Wish you were here
61399 Janet Jackson • Son of a Gun	61399 Janet Jackson • Son of a Gun
61050 Wydell Jean • Perfect Gentleman	61050 Wydell Jean • Perfect Gentleman
61037 Destinys Child • Bootylicious	61037 Destinys Child • Bootylicious
61278 D12 • Fight Music	61278 D12 • Fight Music
61016 Usher • You Remind Me	61016 Usher • You Remind Me
61067 Missy Elliot • One minute man	61067 Missy Elliot • One minute man
61043 D12 • Purple Hills	61043 D12 • Purple Hills
60034 Eminem • Stan	60034 Eminem • Stan

### BOYBANDS

61375 Blue • If you come back
61367 N Sync • Gone
61280 Five • Closer to me
61243 O Town • We fit together
60274 Blue • All Rise
60162 Westlife • Uptown Girl
61322 Westlife • Queen of my Heart

The following Nokia handsets can receive both tones & graphics:  
 Nokia 3210, Nokia 3310, Nokia 61xx series, Nokia 62xx series,  
 Nokia 71xx series, Nokia 81xx series, Nokia 8210 series,  
 Nokia 88xx series, Nokia 9000/9110.  
 The Nokia 51xx series can receive graphics only.



### MusicLogos

11 BRITNEY SPEARS	30256	destinyschild	30093	MICHAEL JACKSON	16014
gerihallwell	30238	EMINEM	13190	hyde	13100
lady gaga	13178	Bobbie	13263	NSYNC	30106
U2	30269	Usher	30043	LIBERTY	30477
30225	30017	Shaggy	13292	STEPS	13156

### FilmLogos

HARRY POTTER	30728	SCARY MOVIE 2	30225
HUFFLEPUFF	30822	JURASSIC PARK 3	30171
SPY KIDS	30108	PLANET OF THE APES	30198
30017	30200	MATRIX	11768
X-MEN	30074	CHARLES XANXANG	11831
MONSTERS, INC.	30488	SCREAM	11869
ANGEL	30476	CHARLIE AND THE CHOCOLATE FACTORY	30251

### Favourites

SMACKDOWN	30205	BAD BOY	30108
NINTENDO	12103	LARA CROFT	30308
PS2	30122	DOGS	30257
30741	30108	SPY KIDS	30225
ZEDD	12115	MONSTERS, INC.	30343
HELLO KITTY	30756	RYU	30267
USA	12225	SONIC	30122
30756	12979	PALEY	30200
BECKS	30471	U TOUCH	11402
PIKACHU	30197	KEEP COOL	30750
TIGER	30244	11058	30750
30197	11782	KICKASS	11488
30197	11687	ENGLAND	11980
30197	11687	MANCHESTER UNITED	11980
ATTITUDE	30474	THE ROCK	17502
30474	30483	HARDY BOYZ	17502

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# Simpsons Road Rage

● Over 25 characters ● Well known landmarks ● Stop sinister Mr Burns



## Game Info

By: **Electronic Arts**  
Type: **Driving**  
Release: **TBC**

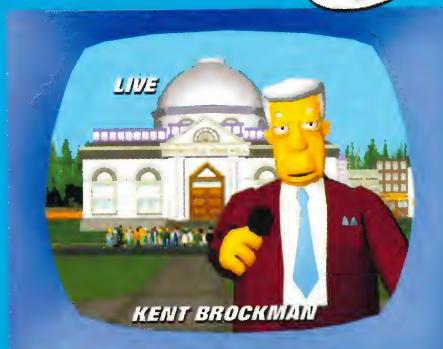


Put away your beef jerky and take a spin through Springfield because the Simpsons are screeching into town.

Simpsons Road Rage sees you racing across five neighbourhoods as you try to buy back the Transit Corporation from Mr Burns.

You'll get to see over 100 famous landmarks and the game's top Story mode will give you the chance to make up to 60 high speed rides. A smart bonus system will even allow you to unlock secret drivers and cars of your choice, but only if you deliver your fare in record time.

► You'll have to deliver some famous faces, including Reverend Lovejoy to the First Church of Springfield.



► Springfield's news reader, Kent Brockman, reports on the unrest down at the Town Hall. Can you stop Mr Burns?



► You'll have to dodge cars, buses and lorries to pick up a good fare. Krusty's not going to be happy with that.



► Not one to take it lying down, Homer fights back with his taxi firm.



► Chief Wiggum takes no prisoners as he roars under the billboard.



► Krusty's car is a classic clown's motor. Just watch out for the bus!



► The yellow hand points to where you need to drive.  
► Marge can take the wheel, too.



► Road Rage even has a two player mode for some hilarious action.



► Watch out for that traffic light! D'oh!

## We think...

Seeing the Simpsons back on a Nintendo is fantastic, but with Crazy Taxi coming to GameCube, it will be interesting to see which one is the cabbie's fave next year.

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# Sabre Wulf

## Game Info

By: **Rare**  
Type: **Adventure**  
Release: **2002**



▲ Expect some very tricky platform game moments to negotiate.

► Forget the days of the Spectrum, Rare has gone to town recreating Sabreman's world. It looks the biz!

### ● Old school hero ● All new adventure

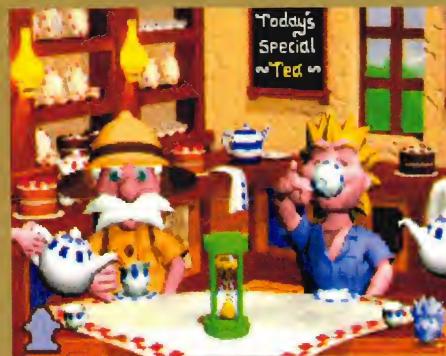
**S**abreman, the hero of Rare's forthcoming Game Boy Advance adventure, is an old star from Rare's early days.

Originally an '80s smash on the Sinclair Spectrum, the new GBA game still features Sabreman, except a fair amount of time's passed and now he's an old man.

The adventure sees you on the scent of Sabre Wulf, who has been set free by a stranger who freed the beast from his stone tomb by stealing a powerful amulet.

To find the Sabre Wulf, you'll have to tame a zoo of wild animals, which Sabreman can control, and when he does, the scene shifts to 2D platform levels.

Your choice of wild animal will also mean the difference between success and failure as you tackle the game's numerous brain straining puzzles.



▲ Rare's classic looks amazing on Game Boy Advance.



▲ You'll meet some helpful locals on your journey.



▲ Don't fall in the drink Sabreman! It looks dangerous...

## We think...

**Sabre Wulf looks like a really fun adventure game with some tricky puzzles and the sort of innovative gameplay Rare's famed for. This could be a real winner in 2002.**

# Golden Sun

**M**ade by Camelot, the same people who brought us the Awesome rated Mario Golf and Mario Tennis, Golden Sun is promising to be a full on, top quality RPG, right up there with the likes of Zelda and the Final Fantasy series.

The gorgeous looking adventure stars four characters, charged with uncovering the powers of the Sol Sanctum.

All four of the main characters have Psynergy magic to use, and by collecting mysterious Djinn, new types of magic can be used.

As we wait for a GBA Zelda title, Golden Sun is looking the ideal RPG quest. More next issue...



▲ The landscapes look gorgeous, but they don't disguise what is a mammoth quest. Even experienced gamers will have trouble finishing this game.



▲ You'll need to find Djinni to improve your skills.



▲ You'll have to use Psynergy to beat this adventure.

**Game Info**

By: **Namco**  
 Type: **Platformer**  
 Release: **2002**

# Klonoa



## Empire of Dreams

- Cute characters
- Innovative levels
- Tricky puzzles

**N**amco's Klonoa is amongst the army of PlayStation characters queuing up for their chance to shine on Game Boy Advance. And this title is looking a beauty!

Following the cuteness of Spyro and Rayman comes the tale of Klonoa. This poor little mite is being punished by an evil emperor who objects to Klonoa dreaming. His punishment is to wander the emperor's lands and destroy the five beasts who are ravaging his sprawling kingdom.

To beat the 40 levels and five worlds, Klonoa has to use the powers of certain enemies he comes across. So, for example to get past some walls, you'll need to find a character that explodes when thrown. There are also racing and snowboard levels in the game, too.



▲ Empire of Dreams is packed with puzzles to decipher.



▲ Find the special keys to unlock the game's secrets.



▲ There are five rock hard beasts to find and destroy in this brain bending title. Can you help Klonoa?



▲ Klonoa is one of the cutest characters to invade GBA.

### We think...

**Klonoa is already out on import and it has received glowing reports, due to excellent level design, varied gameplay and stunning looks. One to watch.**

# Fast News

### ● Pokémon Centre is UK bound - 100% confirmed!

We can confirm that there are plans to open a Pokémon Centre in London. We contacted the Big N, who also stated that there will be a further announcement in the near future on locations and when it will open.

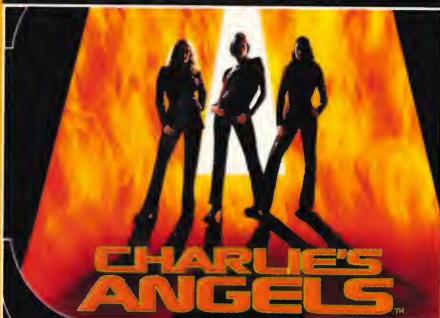


### ● Advance Wars is coming out in January 2002

We were gutted to announce the release date delay for the truly awesome Advance Wars. Well, now we're pleased as punch to announce the game's now going to be released on January 11, 2002. Start saving those pennies!

### ● Babes are coming to GBA

Charlie's Angels stared three of Hollywood's hottest ladies and now the girls are coming to GameCube and Game Boy Advance. Ubi Soft, who signed the deal, hope to bring all the glamour and excitement of the film to the small screen.



**CHARLIE'S ANGELS**

### ● Wizards is go for GB Advance

This new swords and sorcery RPG is coming to Game Boy Advance next year. Made by the people who created Warlocked you can expect massive real time battles, involving vast armies, along with a four player link up battle mode.



### ● Win a whopping £10,000 with NOM

Next month we'll have details on how you can win a cool £10,000. Without giving too much away, the competition involves International Karate Advanced and high scores. We'll have more news on this amazing prize next month.

# Cheaper games

**G**ame Boy Advance games are set for a price drop, thanks to Nintendo lowering the cost of cart manufacture.

By February, the price of all GBA titles could be as low as £29.99, which is great news for all you GBA gamers out there.

Streamlined production practices have led to Nintendo being able to supply cartridges for less money.

Many third party games publishers are said to be holding back titles until the effects of the price drop take place.

So you might want to save your money until after the festive season and see if you can get more for your money in 2002.



## ● Price drop ● Cheaper carts ● Coming February



◀ If you fancy a spot of beat 'em up action on the small screen, now you'll be able to enjoy the delights of games like Super Street Fighter II Turbo Revival. And at a much lower price, too.

▲ Just wait a couple of months and you could be enjoying the latest Game Boy Advance titles for just £29.99. That's great news for all your portable gamers out there.

◀ Faster and better production methods means that the cost of cartridges is cheaper for companies and ultimately mean you'll be paying less over the counter. Sorted!

## We think...

**Any price drop is a good thing and this could provide the right incentive for gamers everywhere to buy more games and keep the GB Advance as popular as ever.**

# Record GameCube sales

**T**he Nintendo GameCube is the fastest selling games console ever, according to unconfirmed figures published by Nintendo of America.

It is claimed that the GameCube sold over 500,000 units in its first week on sale, almost double the number of Microsoft's X-Box and even more than Sony's PlayStation 2.

Luigi's Mansion was the best selling GameCube title and NOA also believe that unofficial sales figures make this the fastest selling game ever, eclipsing the mighty Super Mario 64.

Star Wars Rogue Leader Rogue Squadron II and Wave Race Blue Storm took second and third slots. In total, 22 GameCube titles will be available in the US by the end of the year.

► Unofficially at least, Luigi's Mansion could be the fastest selling game ever made!





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## Simpsons Road Rage

You'll see...

- All your Simpsons faves
- High speed racing

### Updated

#### Crazy Taxi

Time to hit downtown San Fran

#### Pokémon Mini

The Big N's smallest machine

### Reviewed

#### Columns Advance

The puzzle gem comes to GBA

#### Shaun Palmer

Winter warmer snowboard fun

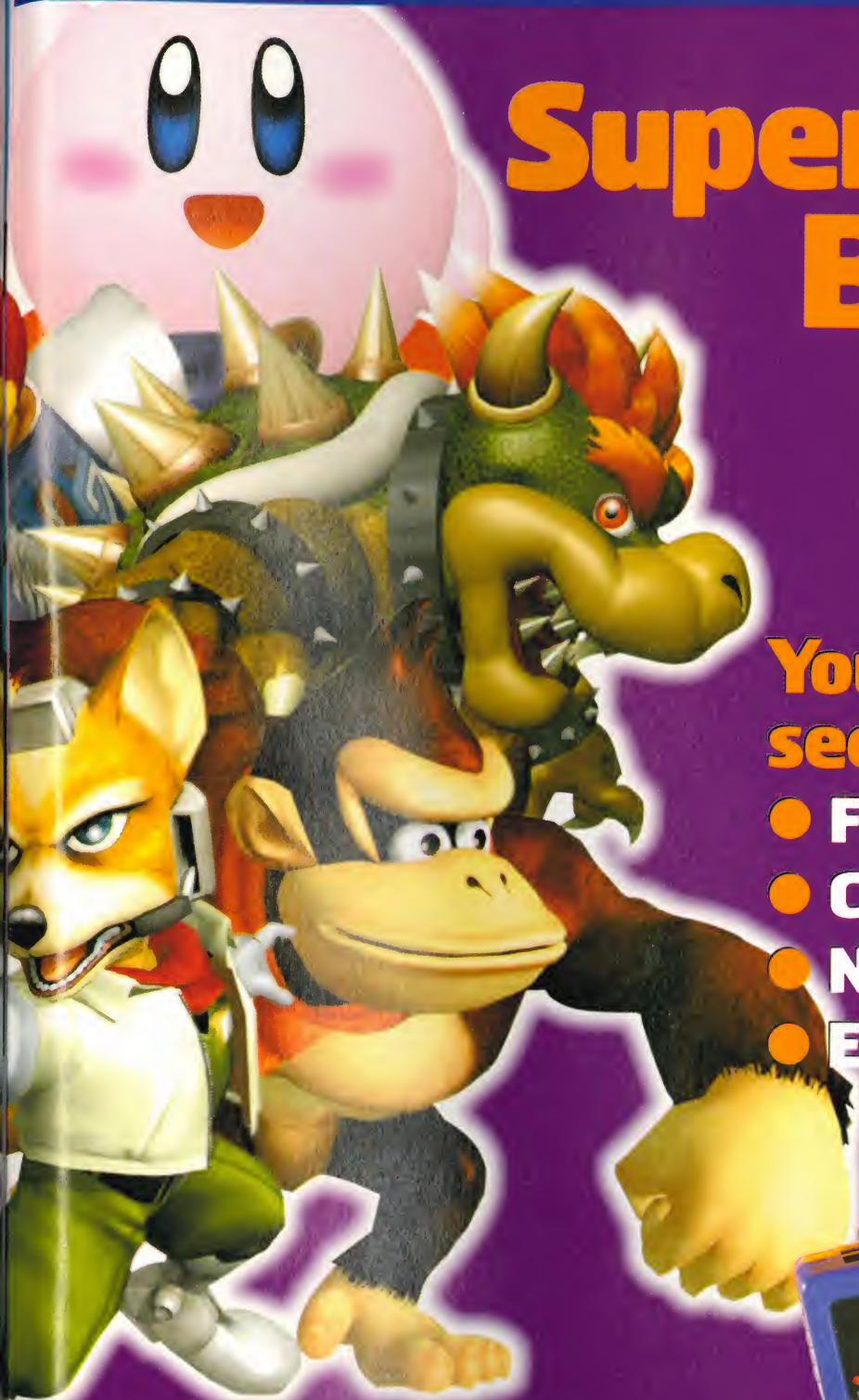
Plus! Game Guides Best Cheap



# Super Smash Bros. Melee

You're gonna see...

- Fearsome battles
- Classic characters
- Nintendo arenas
- Exciting games



## Tips



**Wario Land 4**  
Find the Golden Pyramid in our complete guide



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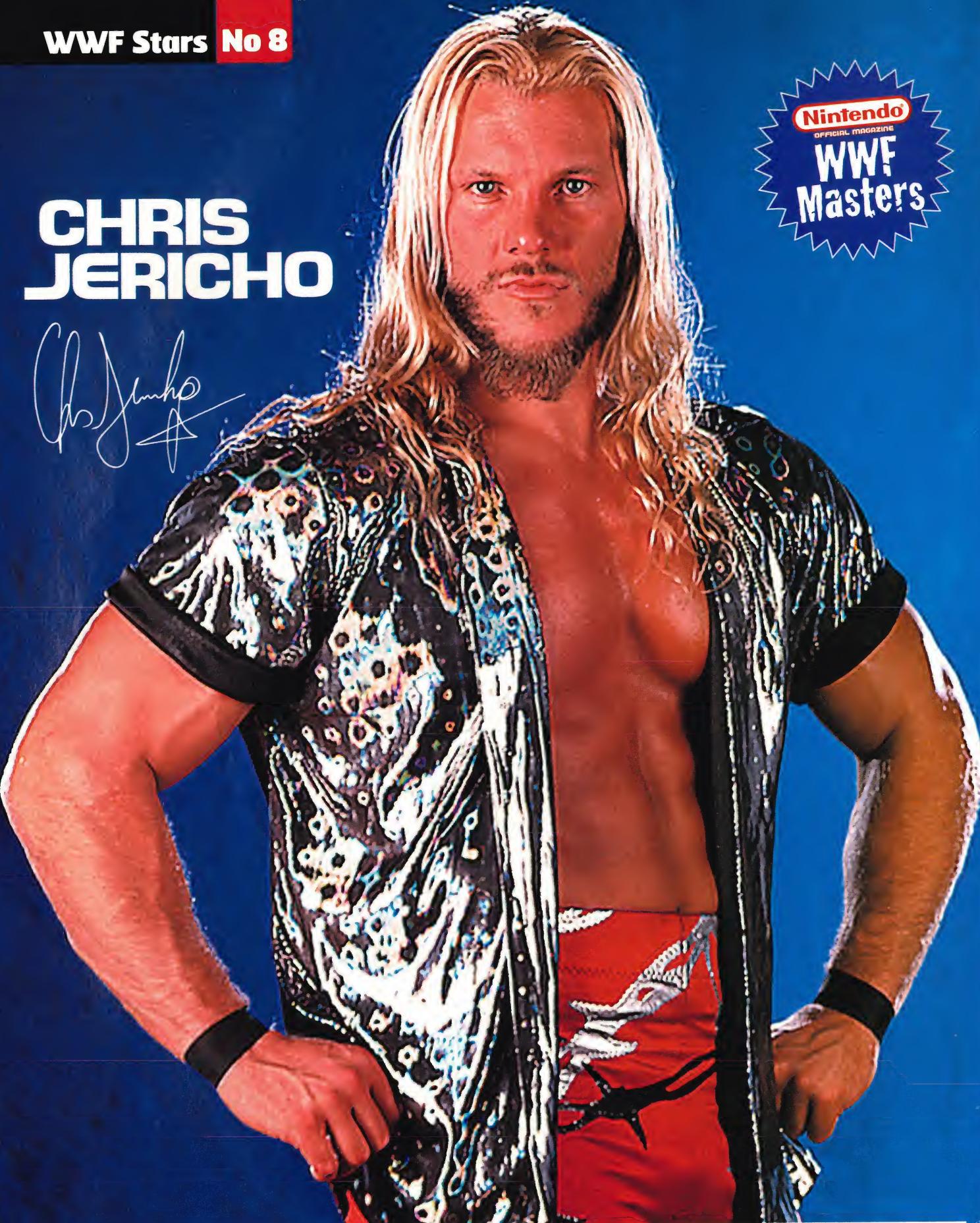
The GB Advance may be making all the music, but we'll be reviewing the latest 8 bit titles.

# CHRIS JERICHO



Nintendo  
OFFICIAL MAGAZINE

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## Factfile

**From** New York

**Height** 5' 11"

**Weight** 228 lbs

**Finishing move**

The Walls of Jericho

## Did you know?

- His real name is actually Chris Irvine.
- Chris' WWF surname Jericho is merely a name taken from the bible.
- In addition to being a WWF star, he received a degree in journalism.
- When Chris Jericho is out on the road, he is nicknamed the Lionheart because his long blonde hair is like a lion's mane.



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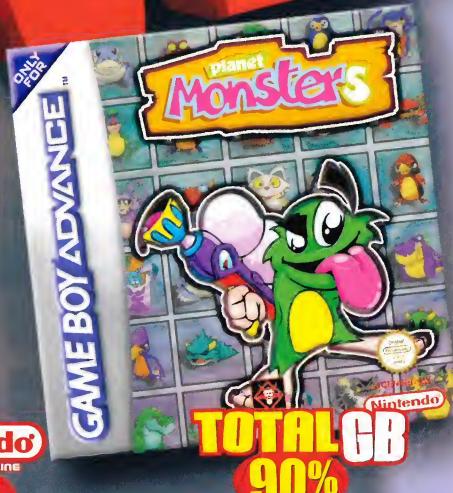
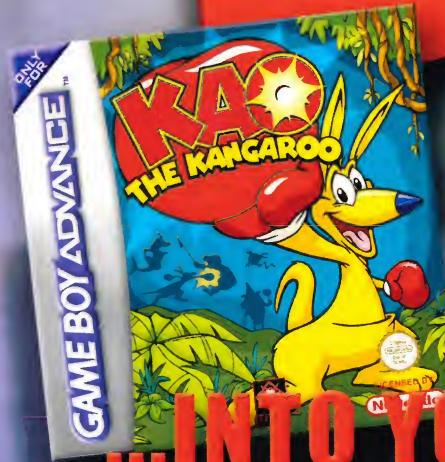
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